SPECIAL LARGER EDITION: OVER 30% EXTRA PAGES

75P Every Thursday

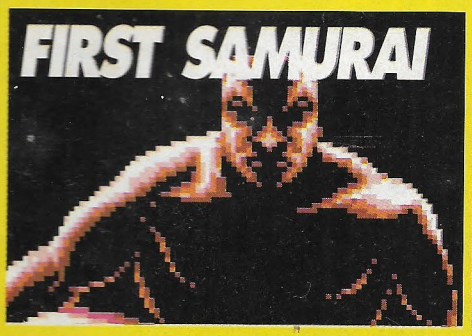
GAMES-X

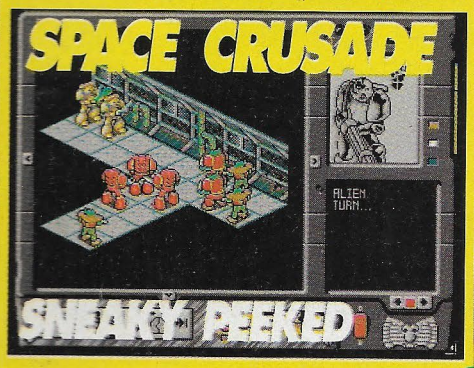
21st-27th Nov '91

Issue 31

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

IN THIS WEEK'S SPECIAL BUMPER ISSUE...





OODLES OF READYSOFT GAMES UP FOR GRABS

COMPO

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- ★ LORD OF THE RINGS
- ★ SPELLCASTER
- ★ HOME ALONE
- ★ SINGE'S CASTLE
- ★ LEISURE SUIT LARRY V

PLUS MANY MORE...

SPECIAL REPORT: WORLD OF COMMODORE SHOW

World of Commodore

EXPOSED GUY SPY

YOUR FIRST LOOK AT THE AMAZING ADVENTURE FROM READYSOFT

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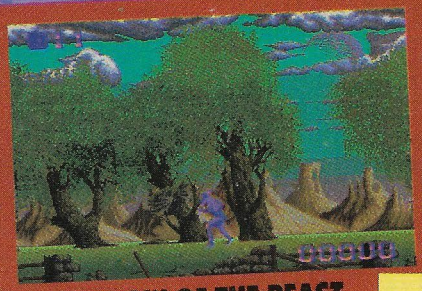

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EXCLUSIVE TO GAMES-X WEEKLY SOFTWARE CHARTS

WORLD OF COMMODORE SHOW

World of Commodore

Games-X gives you the first lowdown of what went on at the computer show of '91

The game design industry opened its doors to the punters, courtesy of Commodore. The trade had ample time, well, about half an hour actually, to make all their deals before all hell broke loose as punters large and small scurried around the stands.

Thinly disguised as a box shifting show, there was a fair share of launches, not least Commodore's official UK unveiling of CDTV.

At the so-called CDTV City, many of the units were running games which have already been released on other formats – ranging from Falcon to Xenon II. This posed the obvious question: Is it worth investing in CD technology? However, more and more developers are pledging to support the system.

16-BIT HARDWARE

Quite aptly at a Commodore show, the Amiga was still the most important games machine, with most designers and publishers producing games with the trusty 16-bit as their chief priority.

But in conversation with many luminaries in the industry the same cannot be said about the Atari ST, with sales dropping considerably over the past year.

OCEAN

Ocean stole the show and added to the glitz and excitement which has

been sadly amiss in recent events. It did this, rather subtly, with a full-blown fairground Waltzer which served to part punters from their lunch for free. Then with heads spinning, they could check out the games due for release

With the heater fans at Earl's Court 2 keeping the arena at a close temperature, the guy dressed as Bart Simpson happily waved to the kiddies and was proving to be very popular around the arcade machines.

Meanwhile, Terminator 2 and Robocop 3 were kicking out some decibels, competing very well with the general mind-numbing hubbub which makes shows such a joy. However, by far the biggest draw was the WWF Wrestlemania.

PSYGNOSIS

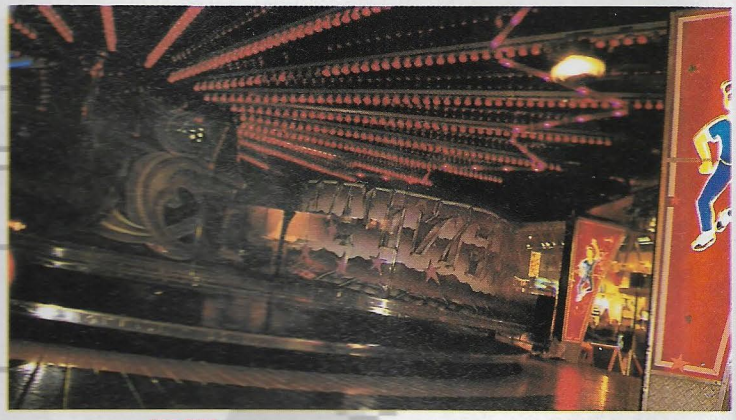
Adjacent to the whirling Waltzer, the conservative Pygnosis stand reverberated to the roar of wheels, and the umpteenth playing of Kylie's classic tune, Locomotion.

Pride of place was the imminent release of the excellent Leander. But the Psyg's big hit of the year, Lemmings, proved once and for all that size isn't everything.

SYSTEM 3

System 3 had really great titles this year in the shape of Myth and Last Ninja III and Turbocharge on the C64.

But the game that the Page Three girls on the stand were enthusing about was the cute, but often cruel arcade game, Fuzz Ball.



VIRGIN

Virgin's incredible success this year was the excellent Archer Maclean snooker simulation, Jimmy White's Whirlwind Snooker. But Shuttle by Vektor Grafix was proving to be the crowd puller and this stunning simulation has been rescheduled for release in January 1992.

Meanwhile, by way of variety, Conan the Cimerian, released in early December, was proving to be a real hit with the crowd.

UBI SOFT

French publisher, UBI Soft weathered the Channel, making an appearance with its forthcoming crop of games. The war simulation Battle Isle and the slick 3D RPG Celtic Legends were both on display.

But it was UBI's amazing compilations that were causing the most interest. These included Midwinter and Carrier Command.

MICROPROSE

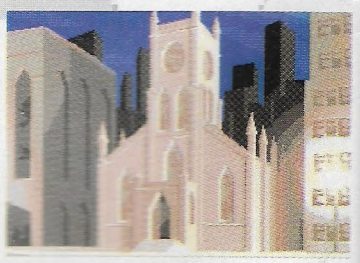
Microprose made an 11th hour decision to appear at the show, exhibiting its usual squadron of aircraft simulations, including Gunship 2000, F117a and Knights of the Sky.

There was also the opportunity to play a round of Microprose Golf at Gleneagles, and race at Monaco without having to leave the wondrous surroundings of Earl's Court 2.

ACTIVISION

Now based in France, the reborn Activision was bullishly predicting that it had the best line-up of titles ever. Deuteros – The next Millennium is yet another addition to the broadening genre of civilization games. You know the score, rebuilding and managing civilizations.

Other games include Shanghai 2: The Dragon's Eye based on the oriental game of Mah Jong and promising oodles of fun. Arcade action came in the shape of the conversion of the popular coin-op where you can blow the slime out of the monsters. Also showing were Hunter and R-Type II.



AGONY

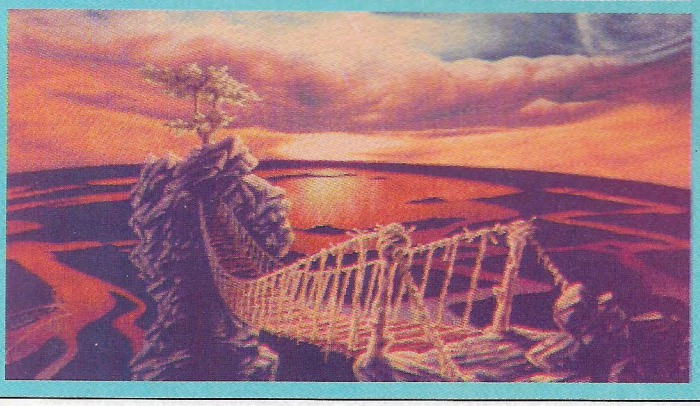
From the Psygnosis team that brought you Unreal comes 'an experience so full of magic and mystery' that a free pointy hat comes with every box – makes a change from a T-shirt, but it's not as practical!

Having been originally scheduled for an autumn release, Psygnosis is now confident that the Amiga version will hit the shops in mid-December. GX first reported the game in Issue 4, but for those who can't remember, here's a reminder.

Grand Master Acanthropsts set a series of tasks for his two assistants, Alestes and Mentor, to see which one was worthy of possessing the secret of Cosmic Energy.

Good ol' Alestes won and not surprisingly, Mentor was pretty sore at missing out on the cosmic experience. Cutting a long tale right to the quick, Alestes goes on a long journey in search of the meaning of life. Mentor then goes out of his way to make life a misery for the young protege, dispatching all manner of 'orrible monsters to stop him from uncovering this ultimate revelation that will give him cosmic power – wow!

You must find spells and other weapons to defeat Mentor. The game features four layers of ultra-smooth parallax scrolling and six enormous levels containing Psyg's speciality, big bad enemy sprites.



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Best of the Bunch

World of Commodore Show 2

Your first chance to find out what went on at THE show of the year. Take it away Jase…

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Readysoft games galore. Plus the cance to win a platinum disk engraved with your name!

Street Talk 52

The challenge is really hotting up. The fight is on for the top spot and the Mega Drive. This week we are at Game in Birmingham.

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Hmm, a bumper edition: a third larger and they wouldn't give me any more room. Pah, typical of this lot – Doc.

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A double helping of Tips this week. There's Terminator 2, Robocop, Warbirds, Castlevania 2, Top Cat, plus…

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This week Fantasy World Dizzy part two, Bart Simpson Vs the Space Mutants part two and Utopia part one,

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News on Crystal Quest, MiG 29, Batman 2, Shining Force. Plus where to get all your bargains. Not forgetting reviews by the bucketful.

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The first look at Guy Spy from Readysoft along with Space Crusade from Gremlin.

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Including the classifieds.

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IN ISSUE 29 WE GAVE YOU THE CHANCE TO CRACK THE GAMES-X SAFE AND WIN £1000! THE £1000 WINNER IS.. JAMES BOOTH!

James Booth proved to be too good for the Games-X safe as he successfully cracked the code and left the best tiebreaker! That meant that James became our lucky winner of £1000 and we visited him at his school the Cardinal Hinsley High, where the headmaster Mr Metcalfe presented him with a £1000 cheque! The big question we had for James was, how he was going to spend all that lovely money? Well at the moment he doesn't have either a console or computer of his own, so the first thing on his list is going to be (surprise, surprise) an Amiga!

James, who is 12, comes from Kensal Green and is an avid reader of Games-X along with his friends Frankie Gallagher and Gary Foynes. He's particularly looking forward to playing Robocop 3 on his new Amiga, when it comes out in December (as reviewed in Issue 29), but he should have enough money left over to buy lots more games too!

Our new competition is even better so please read on...!!

NOW..IT'S YOUR CHANCE TO WIN! UP FOR GRABS IS THIS MASSIVE AMIGA SYSTEM!

How would you fancy having this little lot in your stocking this Christmas? Well if you're our lucky winner you'll be getting this huge Amiga system in time for a really festive Games-X Xmas! The prize consists of an Amiga 500, Commodore monitor, colour printer, joystick and stacks of the latest games! All you have to do to stand a chance of being on the receiving end of this Games-X gear is to give the number a call now!

CALL 0898 224800

Calls cost 36p (cheap rate) and 48p (at all other times) per minute including VAT. For any information send a SAE to: Populuxe, PO Box 2065, London, W12 9JH. 0898 calls are more expensive than normal so get permission to phone.

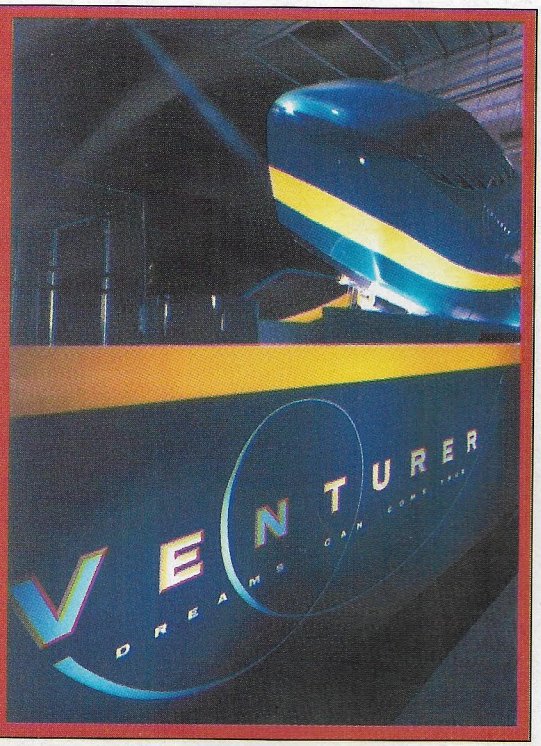
VENTURER

Rediffusion has relaunched its Venturer 14 seat entertainment simulator after some delay. The simulator has undergone major changes and now boasts new livery and a flashy blue and yellow paint job.

The main differences are in the technology behind the unit. A whopping great new Video Disc unit is now incorporated into the machine meaning you get some stunningly clear images projected before your eyes. Coupled with this, some spanking new ultra smooth electrical motors have been specially redesigned to make the movement of this enormous great box considerably smoother.

This amazing new simulator ensures that the passengers on board are treated to a video ride that incorporates the best features that technology has to offer.

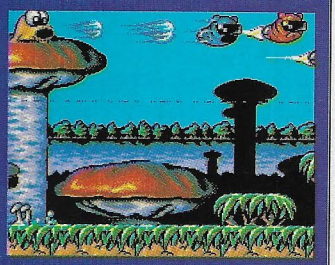
The new units should be just about ready for an early 1992 release, so you can look out for rides simulating jet fighters, racing superbikes and the steepest downhill ski-ing.



GLOOP

Man evolved from a fish – difficult to believe huh? But in Images' *Gloop* you've got this crazy heap of gunge to work with – reckon you'd stand more chance with a fish!

The amazing characters in Gloop – are not so much cutesy pie as gloopy – pie, with some hilarious critters bounding around the screen. The overall



objective is to guide Gloop through a variety of environments utilising everything you find.

Your only companion is a cat which you can use for various schemes, in one gag you can hook him up to a mixer and as he spins round his tail mixes up the potion.

Some of the most original and hilarious characterizations since Robocod are featured in this game which is likely to be released on Amiga at Easter with other formats to follow.

BAT 2

The graphically-impressive adventure BAT which covered over 1,000 locations and included a huge selection of weird creatures came as a great surprise to everyone by being one of the best selling games in Europe.

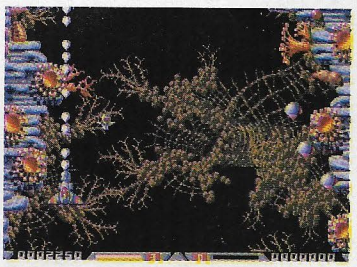
The game is a series of opulent graphic screens in which you could move around, integrate with other characters and search out clues.

Inspired by Ridley Scott's Blade Runner, BAT has won such a cult following that the author Phillipe Deuveux is now designing **BAT II**.

This game takes up where the other left off. The sequel is not likely to be released until late 1992.

CDTV TITLES DELAYED

Mirrorsoft has been developing some of their top games for CDTV, and the first two titles for release in late September, were supposed to be the Bitmap Brothers' **Xenon II** and top flight simulation series, compiled, **The Falcon Collection**. News is that Xenon II is now complete and ready to hit the shelves, but Falcon is being tweeked, as they say. Mirrorsoft is hoping to release the two games before Christmas, which should be a tempting carrot for anyone thinking of investing in CDTV.

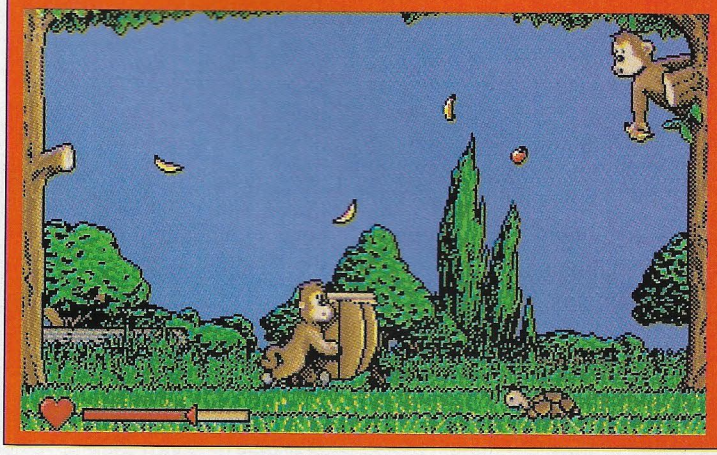


FUNKY MONKEY

Images answer to Sonic and James Pond, Funky, is an ambitious little ape who's sick of being gorked at by the ugly humans as they drive around the safari park.

Inspired by tales of freedom in Africa, he escapes to find his home and gain street cred. Funky decides to get hip when he hears some rap music and you've got to kit the dude out with designer trainers, Raybans and cool threads, as he goes from one hilarious scrape to another.

The main part of the game is multi-level platform action as you guide the chimp out of captivity and home to freedom. Meanwhile, there's tonnes of great sub-games to keep you amused. *Funky Monkey* is leading on Amiga with a release date in Spring 1992, and there are strong plans for conversion onto console later on in the year. Watch out for a sneaky peak of Funky Monkey in a forthcoming issue of *Games-X*.

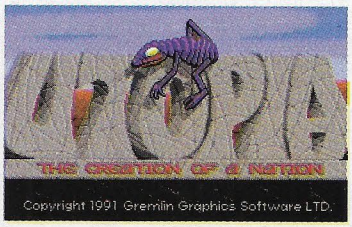


UTOPIA ADD-ON

News leaked from Gremlin Graphics of a data disk to accompany Utopia, called simply Utopia **Data-disk**. In this highly original civilization-building game, similar to Sim City, you must build a civilization on an alien planet, competing against a race who shares the planet with you.

It is difficult to see what the aliens are up to, so you've got to decide whether to build war machines such as tanks and planes to protect your people or build leisure facilities to keep you people happy.

The data disk contains more scenarios and more materials to build with. The data disk in expected to be released in Spring '92.



SPILLER SPEAKS OUT

The union of software developers, SSA, or '**Society of Software Authors**', has elected our very own southern news and features editor, Jason Spiller, to speak at their annual convention in Birmingham

SHOW DIARY

DECEMBER

1st December

- **All Formats Fair, City Hall, Glasgow.** Tel: 0225 868100.

Admission £4 from 10am – 4pm.

- **Computer Technology Fair**, Whitworth Hall, Manchester University.

Tel: 0273 607633.
Admission £2.50 adults, £1 children and OAPs. Open 10am – 4pm

- **Only London Console Show**, New Ambassador Hotel, Upper Woburn Place, London.

Admission £3.00. Doors open 10am – 5pm.

5th–8th December

- **Computer Shopper Show, Wembley Conference Centre.** Tel: 081 868 4466.

Admission £6 adults, under 16s £4, family ticket (2 adults and 2 children) £18. Open 10am – 6pm Thurs – Sat, 10am – 5pm Sun.

14th December

- **All Formats Fair, Royal Horticultural Hall, London.** Tel: 0926 613047.

Admission £4 from 10am – 4pm.

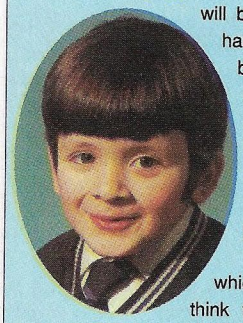
15th Dec

- **All Formats Fair**, University of Leeds Sports Centre. Tel: 0926 613047.

Admission £4, from 10am – 4pm.

WIN WIN WIN!

This week *Games-X* gives you the chance to get into The Only London Console Show for free. This is the first consoles only show in the country. It will be THE place to buy all your console and hand held hardware, software and accessories. There will be the biggest selection of software ever found under one roof and includes imports from both Japan and the States.



The show is on Sunday 1st December 10am–5pm at the New Ambassador Hotel, Upper Woburn Place. If you don't manage to win a ticket admission is only £3.00. Oh, and everyone who goes will get a free pressie on the door. Can't wait!

If you want a free ticket just tell us which member of the GX team you think this is. Then send your answer along with your name and address to *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP, to arrive by November 26th.

COMPO

on November the 30th. Jason will be representing the computer journalistic aspect of the industry, calling on his five years experience.

Other speakers at the conference will include; Jez San of Argonaut Software, Andy Craven of Vektor Grafix, Peter Mollyneux of Bullfrog and Gary Bracey from Ocean.

It is likely to be a heated but generally genial and constructive debate. Good luck, Jase!

SUPER NES

From 1st January 1992 the **Super NES** will be available in Canada. This is a move to bring the machine into other markets outside Japan and the USA. This launch comes before many people expected. Does this mean that it will hit our shores before Spring 1993? Let's hope so!

In America meanwhile the Super NES is selling like hot-cakes and Nintendo has admitted that it is only just managing to keep up with the demand.

CDTV PRICE DROP

It has been confirmed by Commodore that the price of its **CDTV** is to drop to £499 from £599. This move comes after the machine has gained a foothold in the marketplace. If you're still confused about CDTV and CD drives in general, GX will be running a feature in Issue 33 answering all your questions.

COMPO WINNERS

The winner of the Sony ghetto-blaster from the **Bag the Swag compo** in issue 26 is: Gordon Grant of Ayrshire.

The following four runners-up win Walkmans: G Kemp from Blanefield; Carl Ward, Suffolk; Philip Allen, Surrey and Tiernan Dovieb of London.

The **power glove** winner from issue 24 is James McGhee, Norfolk and the three runners-up are Michael Rice, Warnham, Nr Horsham; Andrew Craig, Renfrewshire, Scotland and Stephen Bourke from Co Sligo, Ireland.

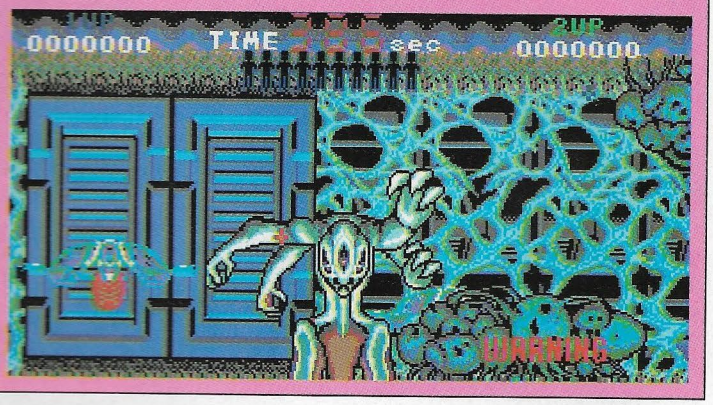
SPACE GUN

Taito's hit coin-op *Space Gun* is currently wowing 'em in the arcades, and Images is currently completing a conversion of the explosive arcade blast.

If you're not an arcade frequenter, Space Gun is a shoot out supreme which has you blasting the slime out of the most evil bunch of extra terrestrials ever to grace the screen.

In the arcade, action is via a laser gun, and so Images has made it compatible with the Trojan Phasor. As you walk stealthily through the corridors of the seemingly empty mothership a bunch of beasts, making the Alien look like Christie Brinkley, suddenly jump you and there's only one way out, fire or be damned.

The conversion is remarkably close to the coin-op with original music score and explosive sonics. Don't worry if you don't have the aforementioned gun peripheral because fully responsive mouse control has also been implemented. To be released on all formats either around Christmas or early '92.



ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Cisco Heat	Mirrorsoft	PC,ST,Amiga	£25.99	25/11/91
		C64 cass	£10.99	25/11/91
		C64 disc	£15.99	25/11/91
Dragon's Lair: Escape From Singe's Castle:	Readysoft	PC, ST	£34.99	27/11/91
Dungeons & Dragons III	Storm	PC,ST,Amiga	£26.99	27/11/91
		C64 cass	£10.99	27/11/91
		C64 disc	£15.99	27/11/91
Flight Sim Scenery Disks	Sublogic	PC	£40.99	25/11/91
Golf	Microprose	ST	£25.99	25/11/91
Grand Prix	Microprose	Amiga	£25.99	27/11/91
Heindall	Core	Amiga, ST	£34.99	28/11/91
Heroquest	Gremlin	PC	£29.99	26/11/91
International Ninja Rabbits	Microvalue	PC,ST,Amiga	TBA	25/11/91
		C64 cass	TBA	25/11/91
		C64 disc	TBA	25/11/91
Knightmare	Mindscape	Amiga	£25.99	23/11/91
Paper Boy 2	Mindscape	Amiga, ST	£25.99	28/11/91
		C64 cass	£10.99	28/11/91
Pro-Tennis (The Tour)	Ubisoft	Amiga, ST	£25.99	25/11/91
Space Wreckers	Gremlin	PC	£30.99	26/11/91
Super Heroes	Domark	PC,ST,Amiga	£25.99	28/11/91
		C64 cass	£10.99	28/11/91
		C64 disc	£14.99	28/11/91
Tilt	Genius	PC, Amiga	TBA	28/11/91
		C64 disc	£14.99	28/11/91
Turtles 2	Mirrorsoft	Amiga, ST,	£25.99	28/11/91
		C64	£14.99	28/11/91

STORM
SALES CURVE
C64, ST, AMIGA OUT ON 27th NOV.
DOUBLE DRAGON
THE
III
ROSETTA STONE
TRADEWEST
©1990 Technos Japan Corp. "Double Dragon III The Rosetta Stone"™ is a trademark of Technos Japan Corporation. Licensed from Tradewest Inc. A joint Sales Curve/ Tradewest Publication ©1991. Programmed by The Sales Curve Ltd.
THE TOUGHEST JUST GOT TOUGHER!
From the one armed headbutt to the locking head squeeze-only those with a superior mastery of the fighting arts will survive the toughest challenge yet in Double Dragon III. Equipped with nunchukas, grenades, knuckle dusters and swords your journey will take you through five perilous missions in exotic locations throughout the world.
If you survive the onslaught you'll retain your honour and discover the truth behind the Rosetta Stones. If you fail... you only have yourself to blame.
SCREEN SHOTS FROM C64 & AMIGA VERSIONS
The Sales Curve Ltd,
50 Lombard Road,
London, SW11 3SU
Tel: (071) 585 3308.
Availability:
Atari ST, Amiga - £25.99
C64, Spectrum & Amstrad Cassette - £11.99
C64 & Amstrad Disk - £15.99
COMING SOON : IBM PC - £35.99

GALLUP CHARTS

Hot off the press *Games-X* brings you, exclusively, the weekly all formats chart from Gallup.

CPU

1	◆	LOTUS TURBO CHALLENGE 2	House: GREMLIN Team: MAGNETIC FIELDS
2	▲	TERMINATOR 2	House: OCEAN Team: DEMENTIA
3	▲	FINAL FIGHT	House: US GOLD Team: CREATIVE MATERIALS
4	▼	MEGA LO MANIA	House: IMAGEWORKS Team: SENSIBLE SOFTWARE
5	▼	ALIEN BREED	House: TEAM 17 Team: ANDREAS TADIC
6	▼	RUGBY THE WORLD CUP	House: DOMARK Team: WALKING CIRCLES
7	◆	JIMMY WHITE'S WHIRLWIND SNOOKER	House: VIRGIN Team: ARCHER MACLEAN
8	◆	DIZZY COLLECTION	House: CODEMASTERS Team: OLIVER TWINS
9	◆	MANCHESTER UNITED EUROPE	House: KRISALIS Team: P HARRAP
10	▲	RAINBOW COLLECTION	House: OCEAN Team: VARIOUS
11	▲	BIG BOX	House: BEAU JOLLY Team: VARIOUS
12	▼	SPEEDBALL 2	House: IMAGEWORKS Team: BITMAP BROTHERS
13	▲	WORLD CLASS RUGBY UNION	House: AUDIOGENIC Team: DENTON DESIGNS
14	★	BOARD GENIUS	House: BEAU JOLLY Team: VARIOUS
15	▼	HEROQUEST	House: GREMLIN Team: 221B
16	▲	UTOPIA	House: GREMLIN Team: GRAHEME ING
17	★	FINAL BLOW	House: STORM Team: SALES CURVE
18	★	4D SPORTS BOXING	House: MINDSCAPE Team: DESTINCTIVE SOFTWARE
19	▼	MAGIC POCKETS	House: RENEGADE Team: BITMAP BROTHERS
20	★	TURRICAN 2	House: RAINBOW ARTS Team: FACTOR 5

AMIGA

1	◆	LOTUS TURBO CHALLENGE 2	House: GREMLIN Team: MAGNETIC FIELDS
2	▲	ALIEN BREED	House: TEAM 17 Team: ANDREAS TADIC
3	▼	MEGA LO MANIA	House: IMAGEWORKS Team: SENSIBLE SOFTWARE
4	▲	FINAL FIGHT	House: US GOLD Team: CREATUVE MATERIALS
5	▼	RUGBY THE WORLD CUP	House: DOMARK Team: WALKING CIRCLES
6	▼	JIMMY WHITE'S WHIRLWIND SNOOKER	House: VIRGIN Team: ARCHER MACLEAN
7	★	4D SPORTS BOXING	House: MINDSCAPE Team: DESTINCTIVE SOFTWARE
8	◆	MAGIC POCKETS	House: RENEGADE Team: BITMAP BROTHERS
9	★	UTOPIA	House: GREMLIN Team: GRAHEME ING
10	▼	TERMINATOR 2	House: OCEAN Team: DEMENTIA

PC

1	◆	MEGA LO MANIA	House: IMAGEWORKS Team: SENSIBLE SOFTWARE
2	◆	JIMMY WHITE'S WHIRLWIND SNOOKER	House: VIRGIN Team: ARCHER MACLEAN
3	◆	SILENT SERVICE 2	House: MICROPROSE Team: MPS LABS
4	◆	TERMINATOR 2	House: OCEAN Team: DEMENTIA
5	◆	FINAL FIGHT	House: US GOLD Team: CREATIVE MATERIALS
6	★	RAILROAD TYCOON	House: MICROPROSE Team: MPS LABS
7	▼	UTOPIA	House: GREMLIN Team: GRAHEME ING
8	★	QUATTRO ARCADE	House: CODEMASTERS Team: VARIOUS
9	★	THUNDERHAWK	House: CORE DESIGN Team: MARK AVORY
10	★	MIDWINTER 2	House: RAINBIRD Team: MIKE SINGLETON

SUPER NES

1	▲	BUBBLE BOBBLE	House: HIT SQUAD Team: SOFTWARE CREATIONS
2	◆	ALTERED BEAST	House: HIT SQUAD Team: ACTIVISION
3	▼	NEW ZEALAND STORY	House: HIT SQUAD Team: CHOICE
4	◆	TURRICAN	House: KIXX Team: FACTOR 5
5	▲	POWER DRIFT	House: HIT SQUAD Team: ZZKJ
6	◆	DRAGON NINJA	House: HIT SQUAD Team: OCEAN FRANCE
7	▲	SHINOBI	House: MASTERTRONIC Team: CREATIVE MATERIALS
8	★	FIRST DIVISION MANAGER	House: CODEMASTERS Team: IN HOUSE
9	▼	CJ IN THE USA	House: CODEMASTERS Team: BIG RED SOFTWARE
10	★	MOONWALKER	House: KIXX Team: IN HOUSE

ST

1	▲	COLLOSSUS CHESS X	House:CDS Team: IN HOUSE
2	▲	DAILY DOUBLE	House: CDS Team: IN HOUSE
3	▼	TERMINATOR 2	House: OCEAN Team: DEMENTIA
4	★	MOVIE PREMIER	House: ELITE Team: VARIOUS
5	▼	F-117A STEALTH FIGHTER 2.0	House: MICROPROSE Team: MPS LABS
6	◆	EYE OF THE BEHOLDER	House: US GOLD Team: SSI
7	★	GUNSHIP 2000	House: MICROPROSE Team: MPS LABS
8	★	GATEWAY TO THE SAVAGE FRONTIER	House: US GOLD Team: SSI
9	▲	FUN SCHOOL 3 (5-7)	House: EUROPRESS SOFTWARE Team: IN HOUSE
10	▼	JETFIGHTER 2	House: US GOLD Team: BOB DINNERMAN

★ New Entry ▲ Climber ◆ Non mover ▼ Faller ★ Re-entry

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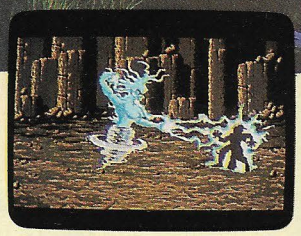
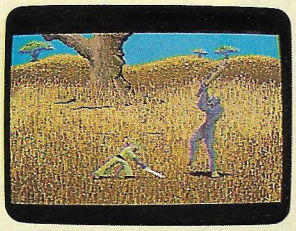
MOONSTONE

A HARD DAYS KNIGHT

FREE POSTER IN GAME PACK





SO MUCH FUN -YOU'LL DIE!

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

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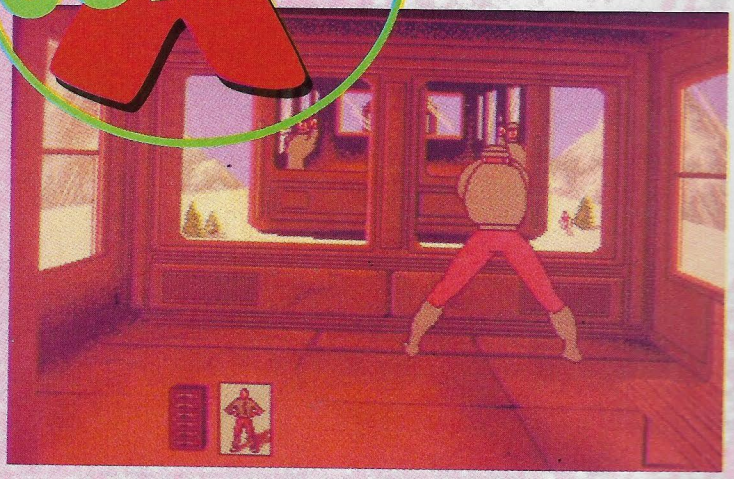
MINDSCAPE

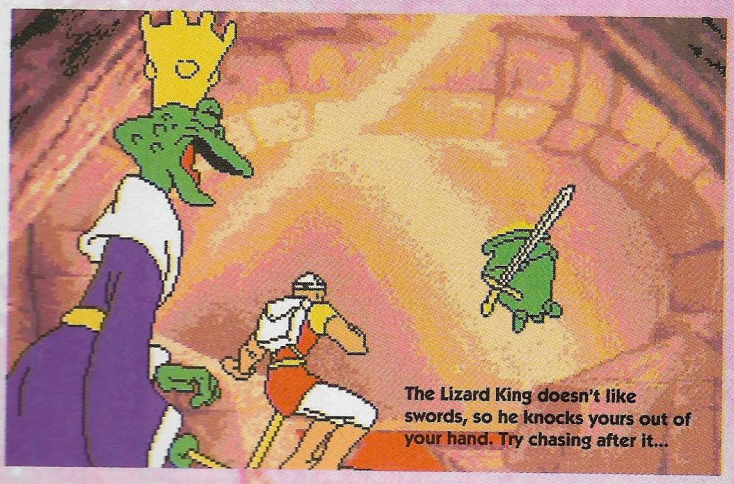
For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

CRAYONS AT THE READY

DESIGN THE VILLAIN FOR A GAME TO BE PRODUCED BY READYSOFT, THE MAKER OF DRAGON'S LAIR, SPACE ACE AND GUY SPY

COMPO X





The Lizard King doesn't like swords, so he knocks yours out of your hand. Try chasing after it...

In all adventures the villain has got to be just as bad as the hero is good. In Dragon's Lair, Dirk the Daring had to fight against the evil Singe, while in Space Ace you had to contend with the ogre, Borf.

Now Guy Spy must put paid to the villainous criminal Von Max. Who knows what villain will appear in a future Readysoft Epic – it could be yours!

ARTISTIC FLAIR

Your idea can be designed either on computer graphics or paper. Just remember that Readysoft produces interactive cartoons so your character should be more in the style of a cartoon than a computer sprite.

The winner will receive a framed platinum disk with their name on it, plus the full range of Readysoft titles and a year's supply of releases.

10 runners-up will receive a copy of the latest Readysoft production Guy Spy. Remember, Guy Spy and all Readysoft titles are only produced on 16-bit.

Send your dashing design, to arrive no later than 12th December 1991, to: My villain's better than yours Competition, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

MY VILLAIN'S BETTER THAN YOURS

Name .....

Address .....

.....

.....

.....

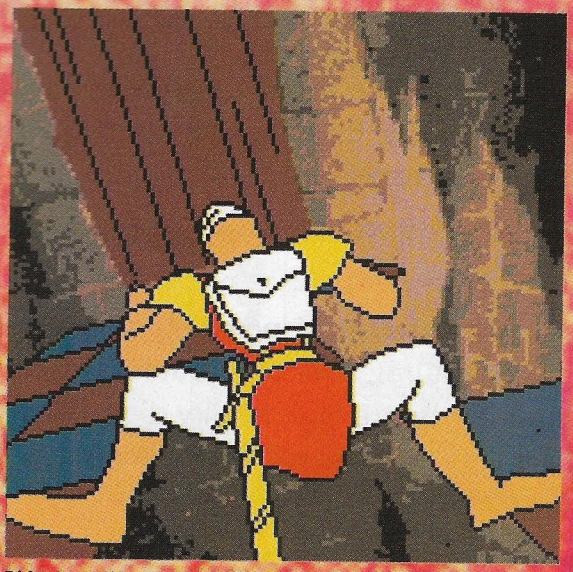
Post Code .....

Machine type .....

I also own a .....

RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.



Dirk enters this room and all the floorboards start to disappear, meaning that he has to leap about a bit in order to survive

OH NO! MORE Lemmings™

OH NO! More Lemmings is now available at your local store for your Amiga and Atari ST at £25.99* and for your IBM PC or Compatible for £29.99*.

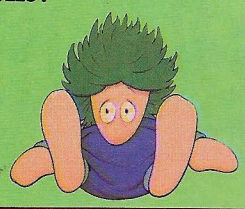
Special Offer – For owners of the original Lemmings, a Data Disk version of **OH NO! More Lemmings** is available (with full packaging etc.) from your local store, at a specially reduced price of £19.99* for the Amiga and Atari ST and £25.99* for the IBM PC and Compatibles.

* Recommended Retail Prices.

100 Brand New Lemmings™ Adventures!

Just when you thought they were finally safe those green haired numbskulls have blissfully blundered off towards new and greater perils.

PSYGNOSIS



Available for Amiga. Atari ST, IBM PC and Compatibles

FACT FILE

Software House: Empire
Development Team: Readysoft

Atari ST

Well, what can I say? Escape From Singe's Castle, rather like all other games in the interactive cartoon-style, happens to be a really annoying game.

As you can see, the graphics are particularly impressive and, when animated, can be spellbinding.

Sound too is great with many grunts from Dirk himself and lots of little musical ditties to announce the start of a new scene.

Unfortunately this is where the good part ends. Gameplay is pretty well non-existent since all you have to do is guess which joystick move to perform next.

Consider it rather as a sort of a high priced guessing game put into a long rolling demo.

I'm marking it up a bit because you do get a sense of achievement when you complete a scene, but that's the only enjoyment you're likely to get.

Anyone who's played the previous games like this will know how bad they are. If not, I'm warning you to stay away!

£34.99 OUT NOW

PC IBM PC

The PC version is graphically identical to the ST which is certainly no bad thing. A few soundboards are supported and the sound comes across as being of a very high quality on each.

Sadly, the game is let down somewhat, like the ST version, by having no gameplay whatsoever. Consequently this offers even less value for money than the ST version!

£39.99 OUT NOW

X-RATING: XX)

Gameplay: 8/20
Lastability: 7/20
Presentation: 15/20

DRAGON'S LAIR: ESCAPE FROM SINGE'S CASTLE

Dragon's Lair saw you, as Dirk, trying desperately to save Daphne from the clutches of an evil, unforgiving dragon. If you managed to do this you may have wondered just how he managed to escape from the complex. Now you can find out, with the second part to the original Dragon's Lair.

It appears that at the end of the first part the woman you found was merely a hologram of Daphne.

The dragon you killed was only the guardian of the treasure and Daphne is now being held by a wizard whose bride she will be unless you rescue her. You head towards the castle once more...

SINGEING YOUR HAIR

Escape from Singe's Castle is in the usual style we've come to expect from Readysoft. Anyone who has seen Space Ace and Dragon's Lair will know what I mean.

It contains many different rooms, all drawn in a similar style to that of a real cartoon, and all you have to do is tap the joystick in the correct direction to continue through each of the many chambers.

Sometimes you'll have to string together many moves to finish the room, but unfortunately you only have three lives to play with so you can't try every move first time.

Lose all these and it's back to the start, once more for another attempt. Fortunately you do get awarded extra lives for scoring a certain amount of points.

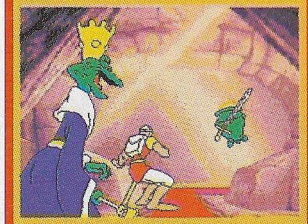
To help you there is a save game option which can be utilised between scenes and will allow you to return to the screen you last died on. To do this you'll need a previously formatted disk.

The game comes on a monstrous six disks and every single short animation will load and take about three seconds to run properly. Basically, what we have here is a very expensive interactive demo that would usually retail at £1 a disk! So, launching it for a mammoth £35 seems very silly indeed.

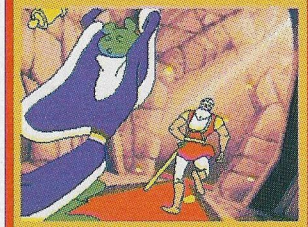
Anyone who is trying to wangle a new computer out of mum and dad for Christmas could use this game as a demonstration of just what the computer can do, although that may be all the enjoyment you'll get out of it.

Although presentation is incredible, unfortunately there is little gameplay. Let's hope Guy Spy offers more.

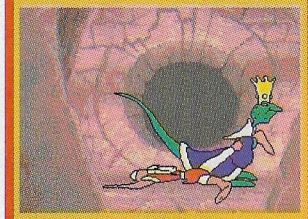
A DAY IN THE LIFE OF A DRAGON SLAYER



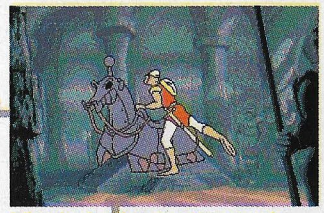
Your sword knocked from your hand by some magnetic device, you run down the corridor in pursuit of your weapon...



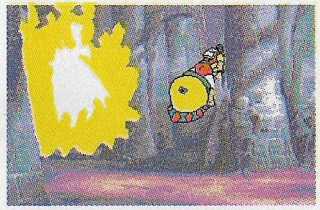
the Lizard King doesn't take too kindly to cowards trying to run away from him and decides to follow you



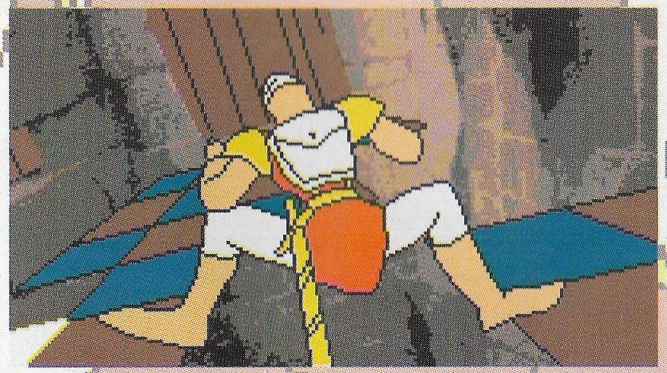
After hesitating momentarily, the Lizard King catches you up and hits you with his mace. That's a life lost for you!



What looks like a pretty normal horse changes to a yellow maniac and bolts down the passageways with Dirk hanging on for dear life



Quick, tap right to avoid the flaming mass on the left of the screen

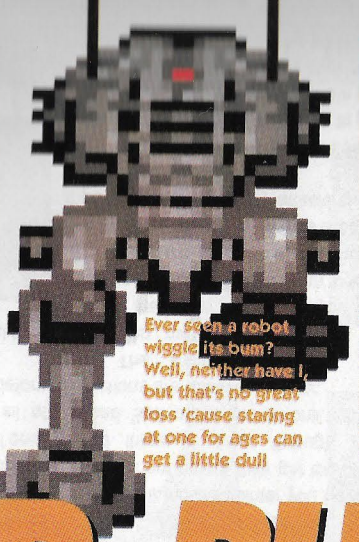


Let's just hope that those floorboards don't give way! Jump out of the way quickly

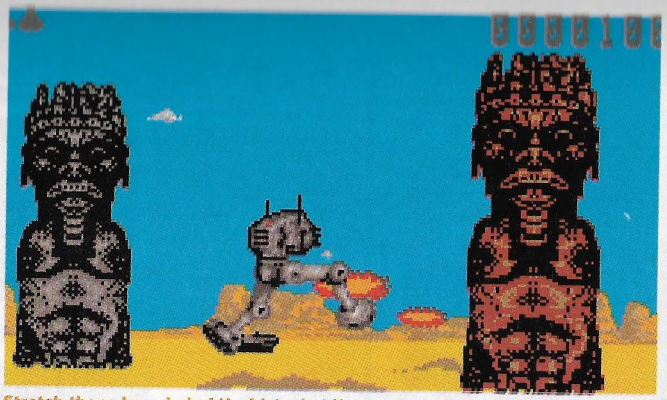
In true Dragon's Lair fashion the bridge collapses beneath your feet, forcing you to leap for your life

Sullivan Bluth is well-known for both full-length feature cartoons and interactive computer games. It has made such films as The Land Before Time and All Dogs Go to Heaven but has also master-minded Dragon's Lair and Space Ace, which has a forthcoming sequel.

Dashing along through the desert your robot's spindly legs pull you along at hair-raising slow speeds

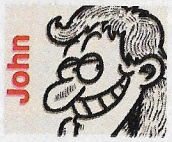


Ever seen a robot wiggle its bum? Well, neither have I, but that's no great loss 'cause staring at one for ages can get a little dull



Stretch those legs, baby! Yeah! And while you're at it give us a good blast of that enormous great weapon of yours!

THUNDER BURNER

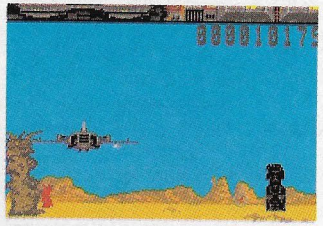


John

Pilot the Thunder Burner, a remote control, robotic, walking and flying contraption, at supersonic speeds as you attempt to infiltrate enemy territory and kill off all of the big, bad meanies.

Designed by the very greatest of scientists, the Thunder Burner is almost certainly Earth's final hope of stopping the enemy onslaught.

Your mission starts with your spindly Ed 209 lookalike robot standing in the middle of a stark, forbidding desert. In the distance the enemy sends out fighters in a bid to turn your gleaming metal shell into a pile of smoking rubble.



Elegantly folding your legs up beneath you, you jerkily rise into the air as a jet fighter

Behaving as only a truly heroic warrior would in the circumstances, you begin by forcing the lumbering metallic beastie into first gear and then gently jogging along.

Looking above, you notice that your cohorts have already performed their support functions and have left small glowing orbs hanging in mid-air, just waiting for you to collect and thus gain extra fuel.

SPACE HARRIER?

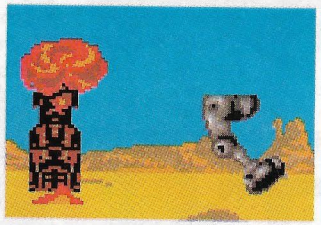
Jogging at a greater velocity you activate the transform function and the lumbering beastie folds its legs up beneath it and sprouts wings.

As a powerful jet fighter the chrome warrior screeches away into the distance, spewing death and fire at every foe that crosses its path.

The appearance of this new and suitably weird French title conjures up memories of the now classic shooty-shooty game, Space Harrier.

As you jog along through the unusual twisted wastes of this now ancient planet the scenery jerkily scrolls towards you with all the grace of an overweight hippopotamus with a bad case of hiccups.

As the aliens screech in with pinpoint accuracy you notice that although your scanner registers their existence they don't actually appear in your sights until they are right on top of you.



You fall out of the sky at a moment's notice. I don't know, a quick bang and it's all over!

Could they have a strange and highly advanced stealth device? Or could it be simply that the sprites are so badly manipulated that they only make an appearance at the least helpful stage to gameplay?

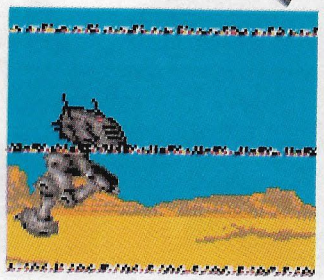
Racing along on ridiculously spindly legs you eventually reach the end-of-level guardian. My, my! How very original!

As the robotic menace emerges from the middle of nowhere your robot automatically transforms to meet the terror that's been lifted straight out of Space Harrier!

FATAL REWIND

In a desperate attempt to be really original and hugely exciting, a super-duper feature has also been included which allows you to access an 'in-game VCR'.

This allows you to stop the game, and rewind through your moves to replay something you've already done. Cor! Dead useful that, it's a shame that the rest of the game is simply pathetic!



Using your VCR you can rewind and try the bit you managed to cock up all over again

Slip him out of neutral, move the stick over and away he goes. Just look at the legs on that

The overall mass of the robot diminishes when he transforms. What does he do with all that excess weight?

FACT FILE

Software House: Loriciel
Development Team: In House
Music: Michael Winogradoff

Atari ST

It's not often that something truly awful lands on my desk, unless of course Alex has a particularly bad cold. However, I can safely say that Loriciel has quite easily surpassed anything produced by Alex's sinuses and gone and released THE worst game to appear this year!

The scrolling is awful, the sprites are terribly animated and the only decent piece of artwork in the entire thing is on the high score table.

The sound isn't too bad. However, the dreadful tune is only saved by the fact that it incorporates some half decent samples.

Next we come to gameplay. Well, I searched and I searched until I found something resembling playability but I wasn't really sure. The bloomin' thing was starting to wear me down a bit!

When considering value I can think of an infinite number of better things to do with £26. Avoid this at all costs!

£25.99 OUT NOW

Amiga

Same comments as for the ST version except that you have some slightly more subtle shading in the graphics, and the dreadful tune is played using better quality samples.

£25.99 OUT NOW

Amstrad

Erm, well. What can I say? Imagine the gameplay of the 16-bit versions coupled with much worse presentation.

c£10.99 d£15.99 OUT NOW

X-RATING:

Gameplay: 4/20
Lastability: 2/20
Presentation: 6/20

FACT FILE

Software House: Mirrorsoft
Development Team: PSS
Programmer: Papyrus Design
Graphic Artists: Tanya Issacson, Rick Keene, Jim Sullivan
Sound: Alice Lei

PC IBM PC

Riders of Rohan is one of those games that you can never decide whether to like or hate. The graphics are nicely drawn but not really of an exceptional quality; they could easily be reproduced on the Amiga and ST.

The sonic department does tend to let the game down somewhat because there are no soundboards supported and you'll have to put up with the usual internal speaker standard, namely grating tunes and similar spot effects.

The main game area does tend to get slightly boring due to the unbelievably long battles, because none of the men ever seem to die. What saves the game is the option to practice any of the three arcade sections.

£35.99 OUT DECEMBER

Amiga

The Amiga version will look the same as the PC graphically and the sound will be better because of the low quality of the PC chip. Gameplay will be identical so the same comment applies.

£TBA OUT EARLY '92

Atari ST

Basically this will be the same as the Amiga in every way, only the sound will be different, being of a slightly lower quality. Everything else will play in the same way as the other two versions.

£TBA OUT EARLY '92

X-RATING: XXX)

Gameplay: 11/20
Lastability: 11/20
Presentation: 12/20

Riders of Rohan is a strategy game in which you control various armies rather than single people. There are many central characters for you to direct around the mystical world, first seen in Lord of the Rings.

The game takes place on a huge map of the land. You control a large army as you move around discovering things and attacking enemy armies.

Everything is controlled by the mouse so all you have to do is point to where you would like to go. One click of the mouse button and you'll start to move.

HORSEBACK BATTLERS

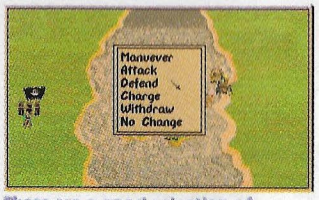
When you come across any enemies intent on destroying you the game will change to a close-up map of the surrounding area of the battle.

You will then have to command the units to perform various tasks. They can move around the area to confront the opposition and then you can choose a strategy for your men.

They can charge, attack, defend or manoeuvre, the choice is always yours. Clicking on any of the units, yours or the enemies, will show you how many people they have remaining to be killed, enabling you to change your posture if you wish to do so.

There are also brief arcade sections to play, all mouse controlled. These include archery, one-on-one fighting and magical one-on-one fighting. Alternatively, all of these may be practised before playing the game properly.

The archery will see you hidden behind a log or castle wall firing out at orks as they run towards you in a very hostile mood.



There are a good selection of stances for your units to take up. Choose the wrong one and you can end up dead

POISONED ARROW

Using the mouse pointer you have to shoot them before they get too close and throw a spear through your head. Both of the one-on-one fighting sections are relatively similar.

The magic one sees you throwing magic bolts at your foe while the other arms both you and the enemy with a sword or an axe.

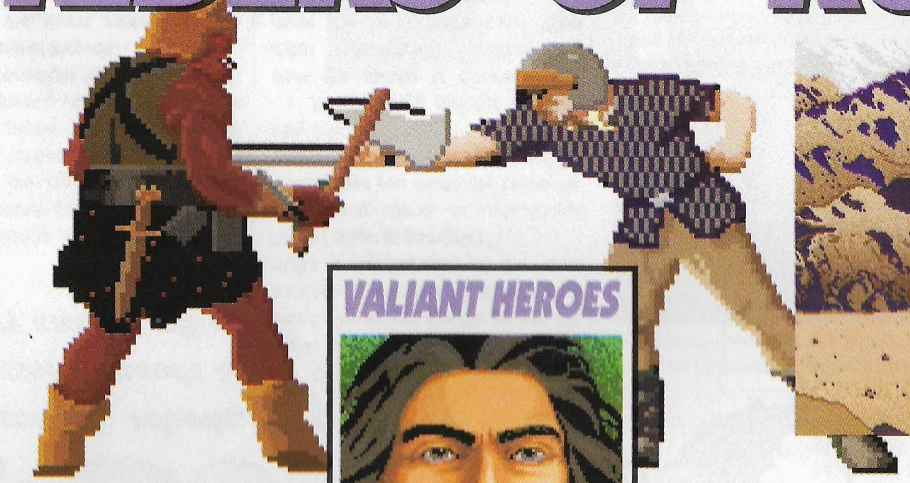
All you have to do in this section is click the mouse in various areas to perform the necessary attacking and defending moves.

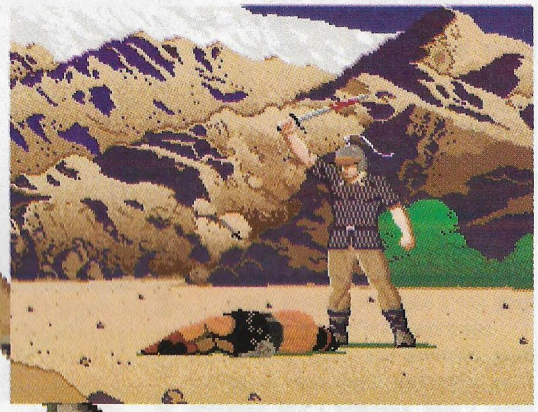
The game takes a long time to play so you'll need a few days to play it properly. The sheer size of the play area should be enough for most gamers to be kept quiet for weeks.

J R R Tolkien is perhaps most well-known for writing The Hobbit and Lord of the Rings. But now we find another of his classics being turned into game form. Can you take on evil forces on horseback? Let's find out...

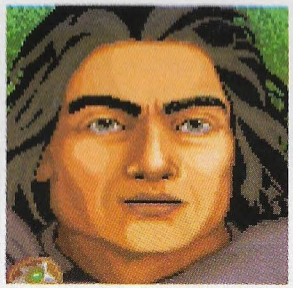
The two armies face each other across the barren marsh land

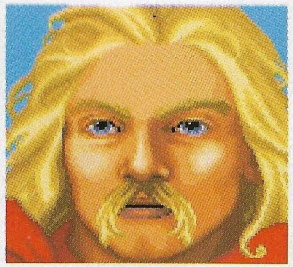
RIDERS OF ROHAN

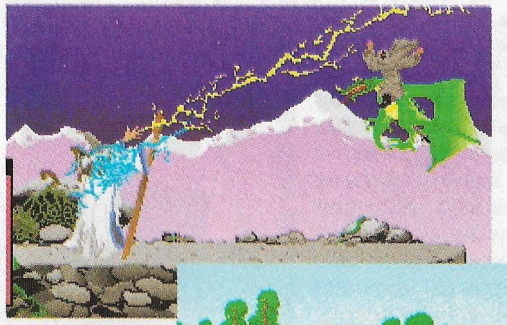


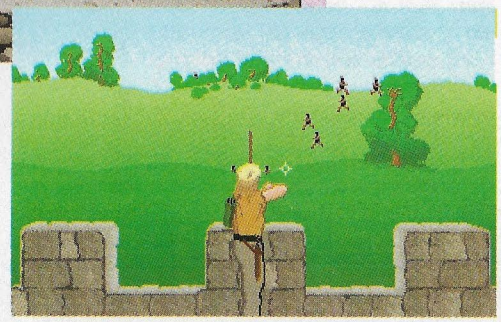

Victorious in battle, you raise your blood-stained blade high above your head and let out a mighty cheer

VALIANT HEROES


Aragorn is the mightiest mortal of them all. He is also good in battle and you'd be a fool to tangle with him


Eomer is second only to the King and a born leader. Although not a really good fighter he is fairly competent


(Left) A rather nasty flying beastie takes a lot of hits and can only be disposed of by using magic


(Right) The archery is great fun to play and shooting orks can be a really satisfying experience. You are completely outnumbered but you don't care

SUPER SPACE INVADERS™

In 1979, a strange phenomenon shook the World – the Invaders landed – ensuring that life would never be the same again.

NOW THEY'RE BACK ... WITH A VENGEANCE!!!

Bigger, badder, brighter, bolder and better, Super Space Invaders sends the game that launched a thousand games rocketing into the 21st Century with a host of amazing features:-

- Level after level of increasingly weird and hostile invaders
- Amazing multi-way scrolling playfields
- Huge end of level mega monsters
- Secret hidden levels for only the best to find.

It's the sequel with no equal!

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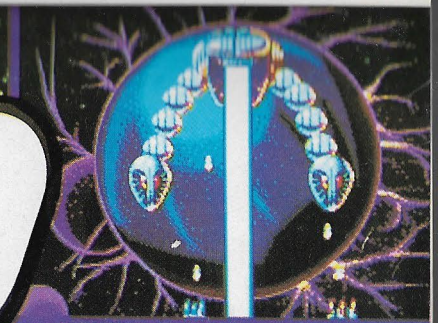
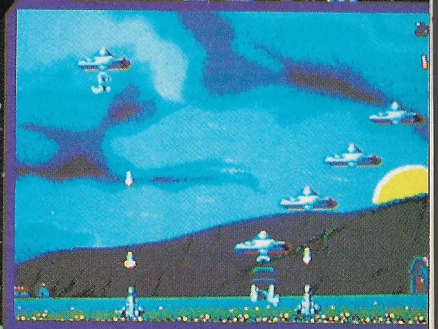
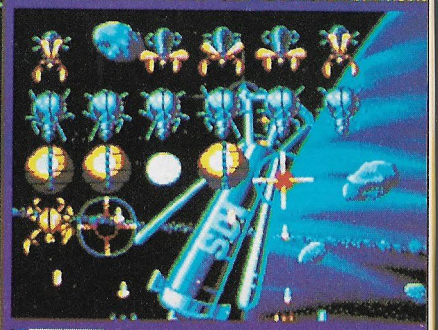
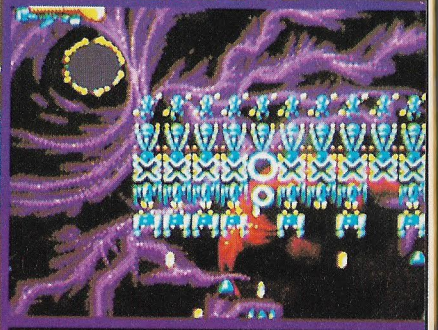
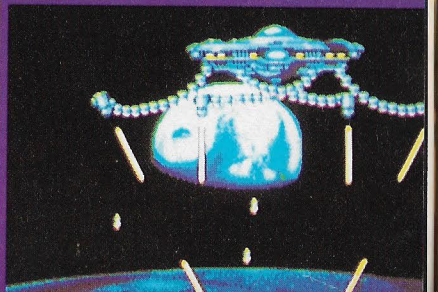










AMIGA SCREENSHOTS

FACT FILE

Software House: Mindscape
Development Team: Distinctive Software
Programmers: Jay MacDonald, Chris Taylor, Rick Friesen
Graphic Artist: Gerard Desouza
Music: Michael J Sokyrka

Amiga

The concept behind a 3D polygon sports game is a fundamentally sensible and clever idea. With polygons you ought to be able to simulate the fluidity of human movement without the cumbersome nature of large sprites.

Unfortunately, 4D Sports Boxing fails to deliver and you end up with a jerky, badly animated, pathetic attempt. It looks like it's out of its league and this is a great shame.

Gameplay is dire due to the incredibly slow response time and the even slower disk access. On top of this the added features of different 3D views only slow the game down even more.

The management element is minimal but you do need a certain degree of strategy to get anywhere.

Maybe if this section was expanded upon it would be a much more enjoyable experience. The fighting itself is so bad that you can win every bout using an autofire joystick, holding fire and pushing up.

If you've given your boxer loads of power you can punch your opponent out for the count in less than a minute!

One of the few saving graces of the game is that the sound and music is of a very high quality. The roar of the crowd is most convincing.

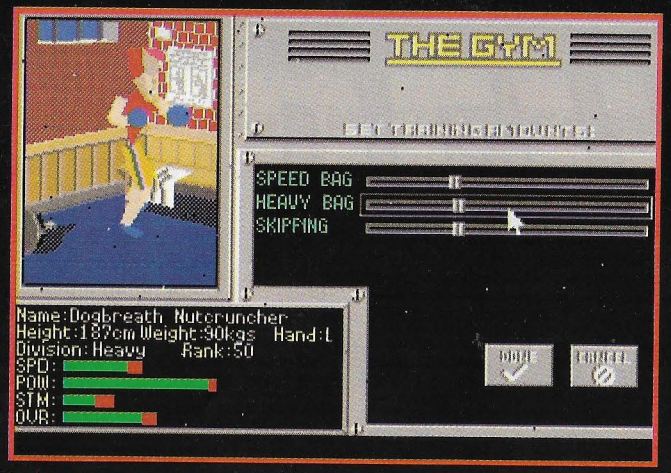
However, you don't lash out nearly £26 to hear a good tune. Save your dosh, there has got to be something better than this out there!

£25.99 OUT NOW

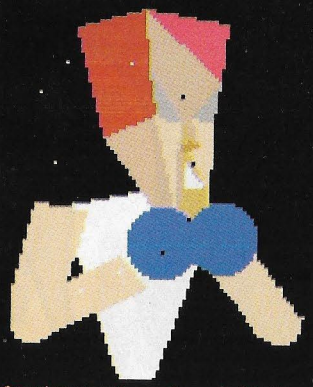
X-RATING: XX

Gameplay: 7/20
Lastability: 7/20
Presentation: 10/20

The idea of placing two sweaty men into a ring and then cheering them on as they beat the living daylights out of each other is one that would probably baffle any higher intelligence...

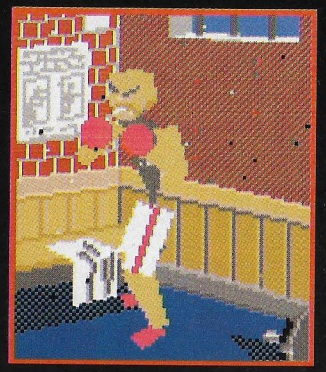


In the gym you can get your puny lump of meat into shape before throwing him out for the slaughter



Creating your boxer is probably the best fun. Here we have Dogbreath Nutcruncher, a nice young chap who enjoys knitting, playing with his cat and camping at the weekends

Choose your opponent from any of a number of equally ridiculous looking blockheads. Here we have the delectable Larry Lunchbucket, that renowned after dinner conversationalist



4D SPORTS BOXING

Well, yet again this glitzy display of machismo has worked its way to the small screen in another beat'em-up style game.

However, for added thrills and excitement you now get the moniker of '4D' placed before the word boxing.

What does this mean? Will this game transport you through the fourth dimension of the space-time continuum?

No, it's a hyped up way of saying 'slow, sluggish, badly animated 3D polygon boxing simulation'. Yep!

The basic idea behind the game is to develop your fighter's career as you guide him from a complete nerdy wimp to being a big, beefy, hunky-chunky, brain-dead klutz who's mangled his way from the 51st position to the first in the league.

You begin the dork's career by defining his appearance. As your 4D (ho ho) polygon fighter dances around you choose one of a selection of heads for him and define his weight as well as his height, power, speed and stamina.

Once all this is done you give him a name. Something suitably suave, sophisticated and debonair like Dogbreath Nutmangler seems quite apt at this stage.

Having designed him, you whap him in the gym and train him 'til he drops. Skipping, punch-bags the lot. All very useful in real life but it has little effect on a glorified sprite.

Then all you must do is choose an opponent from a whopping great list and head off into the ring. It's clobberin' time!

Here's where the 4D element apparently comes in. As you use the quite frighteningly simple joystick controls to beat your opponent's head into something resembling cold porridge you have the chance to choose your view of the game. Wow!

Look down on the action, from behind it, next to it, anything! Is that great or wot? To be really colourful and interesting you can even view the poor graphics from your fighter's own eyes! Oh deary me, I feel quite faint, what with all this excitement!

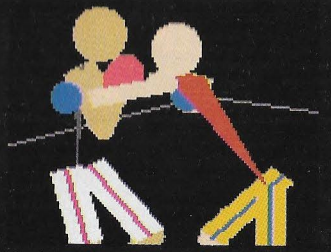
COULD'VE BEEN A CONTENDER

All in all I feel that it's a failed experiment in what could be done differently with a sport game.

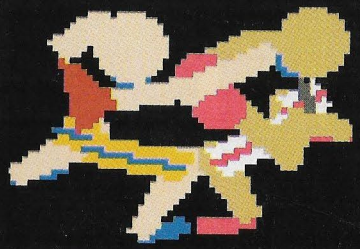
Maybe it's the technology that lets it down, but I'm sure that both the PC and the Amiga are more than capable of fairly fast polygon manipulation. It should be far better than it is. Hopefully this '4D series' will improve.

At the moment though 4D Sports Boxing suffers from bad animation, incredibly dull gameplay and also some of the slowest disk access times in the history of 16-bit computing.

Save your dosh; if you want to get into a scrap pick on someone your own size because this game isn't up to it.

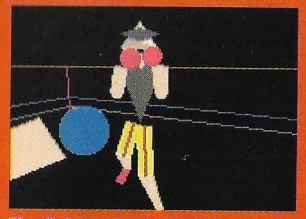


A close-up 3D view from the side reveals that... Argh! He hasn't actually got a neck!

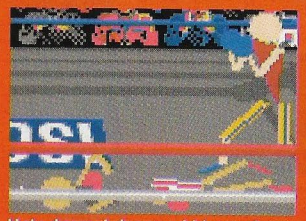


Watching from above isn't all that useful because you can't see what on earth is going on. Gimmicks, eh!

The match begins and the mighty warriors strut SLOWLY out into the ring

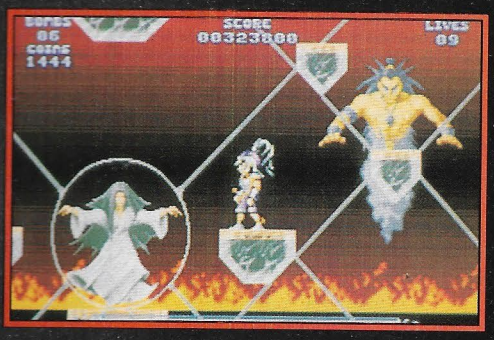


The fighters lay into each other in glorious techno 3D



He's down. I dropped him and he's staying there. Pah! What a wimp he turned out to be!

LEANDER



LEANDER

Thanatos lurks in his lair, bathing in the power-giving life-force he is sucking from Princess Lucanna.

Princess Lucanna is dying: Imprisoned in the Sphere of Depletion her strength will soon be gone.

Meanwhile, Leander – Captain Of The Guards – kneels before his master seeking advice. He is told: *The princess is the balance between good and evil, if she dies, good dies and evil shall engulf the land.*

As Thanatos' power grows, the world succumbs to his evil grasp; Leander now has to face and conquer dangers beyond his darkest dreams before he can free the princess and save the land.

*You play the part of the Princess as she hangs around inside the Sphere Of Depletion waiting for Leander to rescue her. Will he make it? Or will you spend the entire game doing nothing but having your life-force sucked?

Leander: Where heroes Sphere to tread!

*Psygnosis reserve the right to amend this storyline.

SEEING IS BELIEVING

Screen Shots from the Amiga Version

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GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

FIONA My what big ears you have my darling! I bet you lot all thought that this Fiona character was a real person didn't you? She's actually a deranged rabbit with an arty flair! What's really bad though is, she's pink! HOPPETY-HOP!

JON is a ruffty-tuffty grizzly bear, so you'd better watch out if you go down to the woods today! Every weekend his mummy will pack his little cheese 'n' pickle sandwiches and fairy cakes and off he tooties! GRIZZLE! GRIZZLE!

ROB The day Rob walked in looking like this, we thought 'My, you're looking well today!' But we began to worry when, after handing him his brew, he drank it through his nose. Rob will never cease to shock us! SNORT! SLURP!

This is the accolade given to those games of exceptional quality and which the *Games-X* reviewers feel deserve extra recognition

PC IBM PC — Out in October £25.99

Which formats are available, followed by a comparative evaluation, the price and the release date.

POLICE QUEST 3: THE KINDRED

Just what is it really like to be a police officer? Sierra has the answer with the third in its ever popular Police Quest series. Assume the role of Sergeant Sonny Bonds once more and take to the streets in a bid to halt crime...

After two tangles with Jessie Bains the Death Angel, Sonny Bonds is now living quite contentedly in Lytton City and married to Marie, whom he rescued from the clutches of Bains right at the end of the last adventure.

All seems to be going well, especially after being promoted to Detective Sergeant. The game starts as you return to the station for your first day as Sergeant Bonds.

This is a run-of-the-mill day by Lytton standards, thus giving you time to wander around the work place and have a practice run at using the control method that fills the entire game. When using the mouse all you have to do is point and click, no typing is involved.

The first day sees you driving along the streets until you come up against a deranged and practically naked man in the park who you have to deal with.

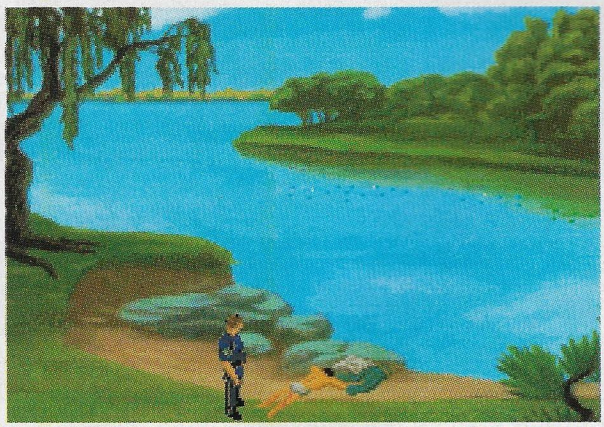
Here we see your desk, nice isn't it! Well, you don't get too long to admire this location because you will be moved into the Homicide division when your main task begins

LET'S NOT LOOK ON THE BRIGHT SIDE OF LIFE

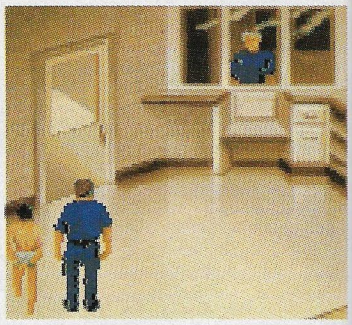
Things then start to slide downhill. There is an officer at the precinct who delights in being rather abusive and rude to citizens when making arrests and, to top it all off, your wife is brutally stabbed towards the end of the day and left in a coma at the hospital.

Following police procedure you must now conduct the investigation into her attempted murder, with a handy new partner given to you by the Captain.

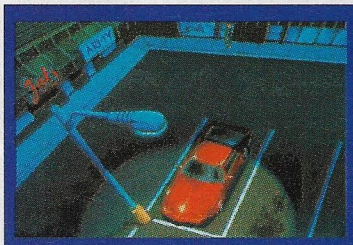
Sonny works very strange hours, starting work at two in the afternoon and finishing just before midnight. It's alright for some I'll tell you!



Walking to the right you discover a complete nutter dancing around the lake in all but his birthday suit. Despite your care he throws your badge in the lake and so you knock him out with your night stick!

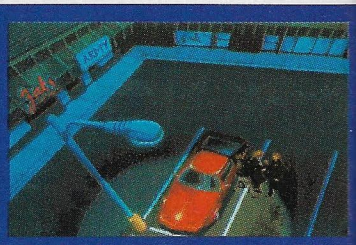


You bundle the nutter into your car and take him back to the station where you book him for resisting arrest and having a hidden weapon in his shorts

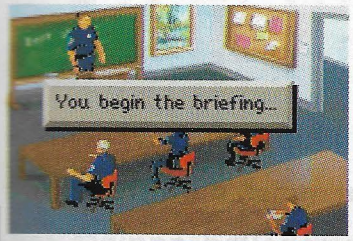


Finishing work at 5.30pm Marie steps out into the dimly lit parking lot...

...only to find herself confronted by two unfriendly looking thugs...

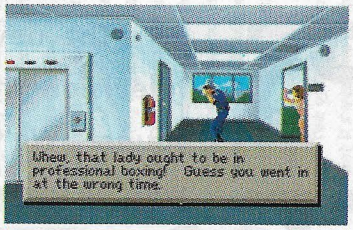


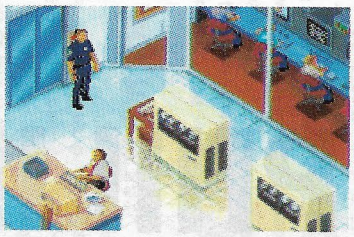
...who grab her and rough her up a bit before sticking a sharp blade into her a number of times



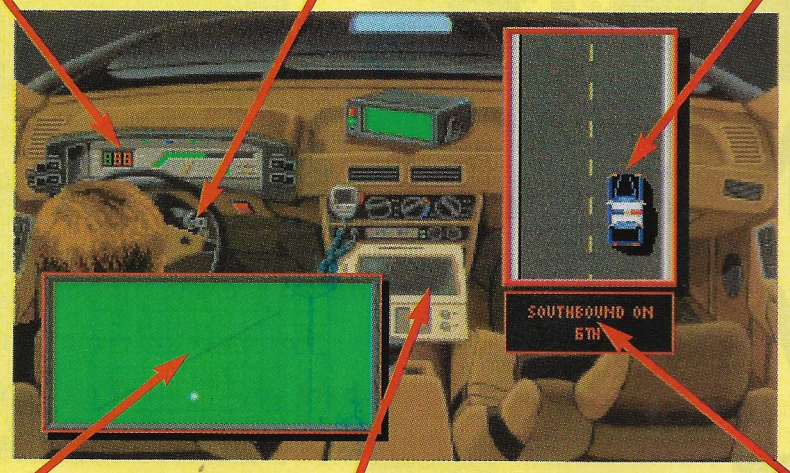
Being a sergeant does have its advantages, such as giving the briefing to the lower ranks. Power really changes a person, doesn't it!

Suddenly you develop illiteracy and wander into the wrong changing room. The females don't like this much and you'll get a hefty bruise on your head





Before accessing a computer you'll need a computer card. Check your 'in' tray and taking the requisition form up to the technical area of the station



Your speedo, try to keep it low and you will be fine

Realistically the ignition must be turned before you can begin to move the car forwards

This is where you see the car on the road. Clicking on this box will control the way you drive

Lytton city, a developing town that has changed in every game in the trilogy

The police computer is very handy for those instant vehicle IDs and registrations

This box tells which road you are currently driving on and in which direction

You must master how to use the station computer and gain evidence and clues as to who your villain could be.

To get you between the various in-game locations you have been provided with a patrol car. Driving this couldn't be easier; just click and the key will start the engine and a box will appear in the top right-hand corner of the screen.

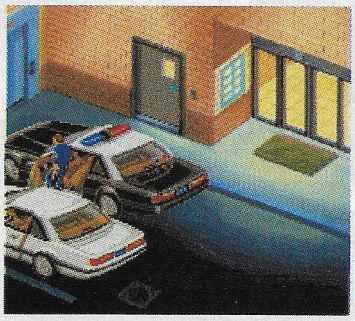
PANDA ON THE GO

Positioning the pointer here will give you one of three options, turn left or right, accelerate or brake. As you drive you can use the scanner to tell you whereabouts you are in the city.

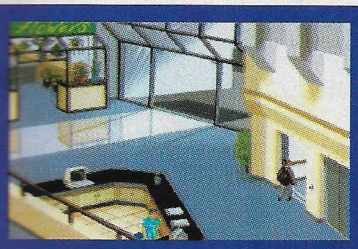
As with all Sierra titles the plot and atmosphere could quite easily have been a film for your viewing pleasure, but instead you have to undergo the gruelling and dangerous task of hunting out a suspected serial killer.

There are many arcade-style sequences mixed in with the adventure part just to keep you on your toes, and you'll need to have relatively quick reactions to win through in the end.

Provided with the game is a manual containing all police procedures and also an explanation of how to use the control method. In fact, you get everything you will need to know, except how to complete the game of course!



Before entering the booking office you must place your gun in one of the lockers found there. If you don't you'll find yourself with a small fine from the booking clerk



When you arrive on the scene she is being bundled into an ambulance and taken off to the hospital

Since the original game Lytton police station has grown considerably. Now it spans a number of floors and has the jail built in to make things much easier for you

FACT FILE

Software House: Sierra On-line
Designer: Jim Walls
Music: Jan Hammer

PC

The Police Quest series is one of my favourite collection of adventures. The first was fun to play and had the original Sierra-style graphics, the second took me a year to complete but was still an excellent game. Now we have the third, featuring the usual VGA graphics we've come to expect.

This is by far the best game in the Police Quest series so far. Everything oozes atmosphere and the attention to detail is astounding. Everything from the clicking of typewriters at the office to the sound of cheeping birds in the park has been included.

Jan 'Miami Vice' Hammer's musical score fits into the game like a cold foot into that extra woolly sock. It is up to the standard of the television show's theme and has some of the best computer tunes I've ever heard.

Graphically, it is up to the standard of all recent games from Sierra, perhaps even better. All characters are digitized actors and brilliantly animated, à la Pit-fighter, but done a bit better, while all backgrounds are hand painted before being scanned into the game.

The gameplay cannot be faulted as everything has been painstakingly thought out, perhaps the only bad point is that you can't take out your frustration on game characters like you could in the second.

The depth of the game is enormous and a lot of the scenes are unsuitable for younger players but everything has been done to accurately portray real life – the designer is an ex-cop.

If you are looking for a realistic insight into police work and a great game, then look no further. This is by far one of the best games I have ever played and you'd be a complete idiot to miss it.

£39.99 OUT NOW

Amiga

In terms of gameplay you won't be able to tell the Amiga version from the PC. Graphically, however, there will be a vast difference due to the lower number of colours provided on the Amiga.

The game will still be just as great as the PC version and all Amiga owning adventurers should snatch up a copy as soon as it appears.

Jan Hammer's soundtrack will remain, giving it some of the best music to appear on the A500, and that's some feat!

PRICE TBA Spring '92

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 18/20
Presentation: 18/20

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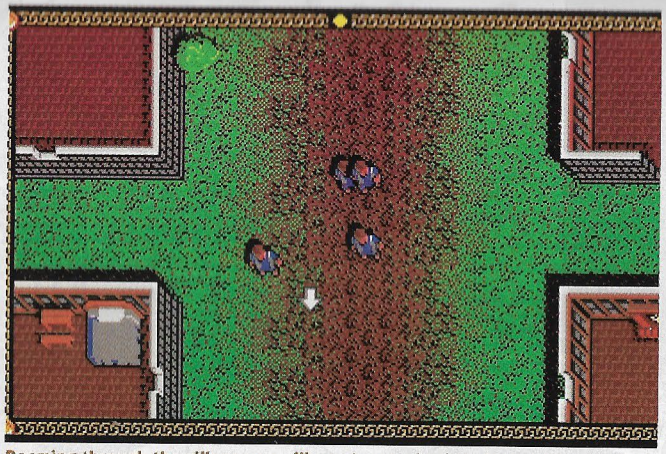


Roaming through the village you will meet several other characters, as well as finding ale houses and shops along the way

LORD OF THE RINGS

Undoubtedly the most famous tale of dungeons, demons and magic is the classic saga of Lord of the Rings which has infatuated millions of die-hard fans the world over and has long been considered the ultimate fantasy adventure.

The problems encountered by a development team basing a game on the book must be quite horrendous. How do you satisfy millions of fans who don't want the game to stray from the story?

Interplay has, in all its wisdom, put the emphasis of this complex role-playing game, modelled on the Fellowship Of The Ring, on Frodo Baggins.

Your initial interaction involves sole control of the short and stumpy one and your primary objective is to gather your faithful chums about you so you can carry out Gandalf's plan.

STARTING OUT

Once the team is assembled, starting with Sam and Pippin, you can begin to assign certain abilities to different characters and choose who you wish to lead the group through treacherous sections of the game.

In places you may wish a hobbit to lead, whereas sometimes a brave warrior such as Aragorn may be a wiser choice.

Control of the game is very simple indeed. Utilizing an easy-to-use mouse and icon system you move your group around the enormous landscape by simply pointing them in the direction in which you want them to go.

Any actions, collecting or using items for example, are called up by simply pressing the right mouse button which presents you with a comprehensive menu bar. This displays your characters' stats along with the necessary action icons.

My only complaint with this system is that it is terribly slow. Calling up the menu bar takes a good few seconds and while it's on screen you can't move any of your characters. It's an annoying little factor which could've been quite easily remedied.

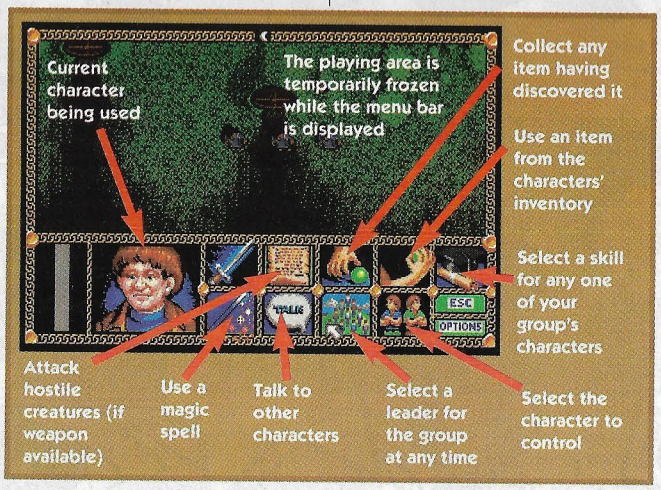
SIZE DOESN'T MATTER

The scale of the game is obviously rather huge. The hobbit village is quite a metropolis compared to how it's portrayed in the book, but unfortunately there isn't much going on there!

Pure movement without stopping for any actions will result in a three day walk (game time) from one side of the village to the other. I thought it was only a little hamlet!

Without wishing to seem picky I do think that certain sections are over complex. You don't really need lots of empty buildings to mooch around because they don't help at all.

Just a couple of important buildings are all that is necessary and this would've also let the interesting stuff start much sooner!



FACT FILE

Software House: Electronic Arts
Development Team: Interplay
Programmer: Troy Miles
Graphic Artists: Charles Weidman III, Tod Camasta, Bruce Schlickbernd, Scott Biesar
Music: Charles Deenan, Kurt Heidan

Amiga

The depth of play is obviously a highly commendable feature and the idea of digitally recreating the massive world of Middle Earth is an ambitious project.

Presentation is of a more than reasonable quality. There are some very pleasant graphics along with suitable amusing digitized sound which adds that extra bit of sparkle to the game.

Fundamentally this is a good quality RPG and despite its faults it's quite enjoyable and will doubtless keep the avid adventurer occupied for many long and dark evenings.

The only major problem I can find is that it's very slow. The ridiculous time it takes for the menus to pop up and down is rather annoying and tedious. During particularly heated moments of gameplay this detracts quite a lot from the enjoyment.

£25.99 OUT NOW

PC IBM PC

The PC version is practically identical to the Amiga counterpart. Graphics are possibly just a wee bit crisper and if you've got a snazzy bolt on soundboard the whizzes, pops, bangs and whistles are all obviously going to be of the very best quality.

Apart from this the two versions are practically identical! Gameplay is the same and all the appropriate little features are present.

£25.99 OUT NOW

X-RATING: XXX

Gameplay: 12/20
Lastability: 14/20
Presentation: 12/20

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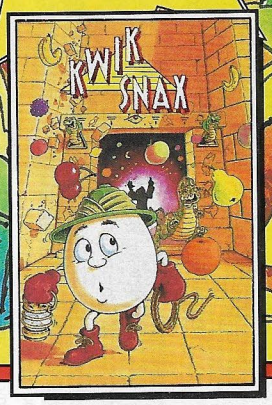
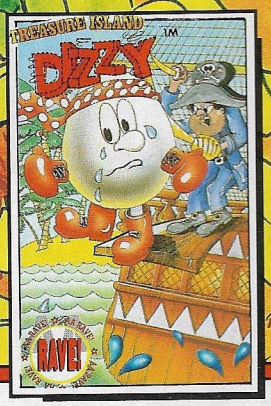
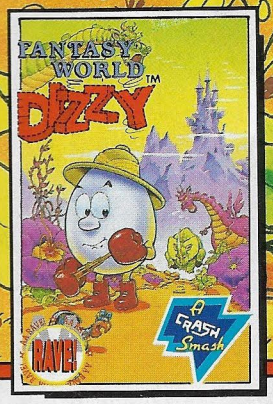


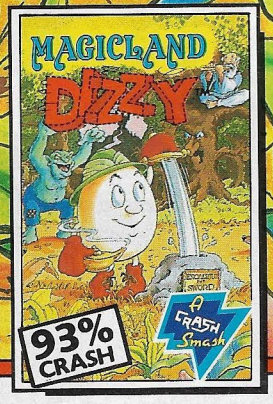
"It's spookily addictive and it's fantastically presented" - Rich Pelley Future Publishing



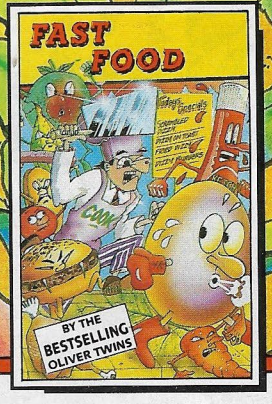
Dizzy's Treasure Island is brilliant, it's like a real cartoon with amazing gameplay!!



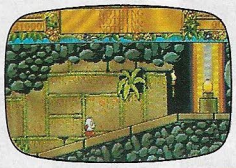
"Mindblowingly addictive and truly great!" - Brian Sharp Games X Magazine



"A Sure Fire winner for the Codies. A SMASH!" Amiga Format



"Fast Food is a classic game Absolutely brilliant" ZZap Magazine



CODEMASTERS

AMIGA screen shots shown. 8-bit versions feature "DIZZY" instead of "KWIK SNAX"

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ATARI ST AND AMIGA

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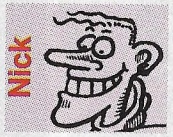
ROCKSTAR	0898 555 0
MAGICLAND DIZZY	0898 555 0
SLIGHTLY MAGIC	0898 555
SEYMOUR IN HOLLYWOOD	0898 555
SPIKE IN TRANSYLVANIA	0898 555

SPELLCASTING 201
THE SORCEROR'S APPLIANCE



A flash of light, and puff! You've created your own Eve. Such God-like powers are available if you can work the Sorceror's Appliance, adventuring forth for beers, babes and bad jokes.

Any adventure game written by Steve Meretzky is a real eye-opener. Since his early days at Infocom he has been writing such all-time computer game classics as The Hitchhiker's Guide to the Galaxy and the Leather Goddesses of Phobos.

Moving on from those halcyon days of computer adventures he recently produced Spellcasting 101 – Sorcerors Get All the Girls. A stunning title in line with others in his ever-growing repertoire.

Naturally, this game is the follow-up. Having saved the Sorceror University from the clutches of his evil stepfather, Joey Rottenwood, and basking in the limelight of 'herodom', our hero, Ernie Eaglebeak, starts his Sophomore year, which happens to be the second year at University.

TOGA! TOGA! TOGA!

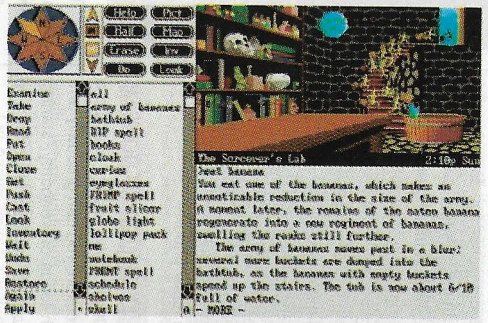
Here the adventure begins as you try to be accepted in a Fraternity animal house while learning the secrets of the Sorceror's Appliance, a mystical artifact with which you haven't a clue what to do.

That's not all. Why not visit the Barmaid University, work out the sewer network, cast weird and wonderful spells, pass your courses, and 'interact' with gorgeous women. Just a few sidelines which will help you on your way to success.

Spellcasting 201 is a true text adventure presented in the style of Magnetic Scrolls and the later Infocom games.

Its up-to-date format of windows and mouse controls can be adapted to suit your own personal preference on the screen.

If this is too fancy, you can reminisce over the golden days of text adventuring by removing all existing graphics to face an ominous screen of pure text. All fine and groovy to be sure, but it can be slightly backward.



In the simulation's booth, you can experience a wider range of sorcery skills. You start the game like Mickey Mouse in Sorceror's Apprentice. But this is much more tricky, with a jungle full of bananas to cope with to fill the bath

Commanding the game via mouse control can be quite tedious. It may originally seem like a good idea but it doesn't come to fruition despite the fact that you have all the options presented to you in menus.

SUGAR OR SPICE?

However, the more you carry, the more possibilities arise, until it reaches a point of silliness. The puzzles are in the form of a good Infocom adventure, namely, devilish.

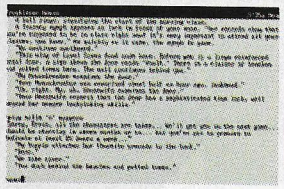
You'll need a great deal of lateral thinking to overcome the problems and when you see the next move staring you in the face you'll know what to do, but not how to do it!

The game is wryly witty, although it does take some time to get into the real swing of the stateside feel. Changing the game mode from nice to naughty certainly peps it up somewhat.

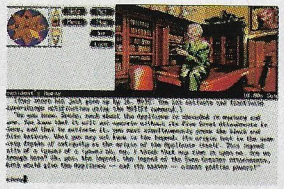
If you have played any of his more 'adult' adventures, then you'll know exactly what to expect, although certainly nothing more seedy than anything you see on TV. Just light-hearted smut.

ADVENTURE, MEDIUM, RARE OR WELL DONE?

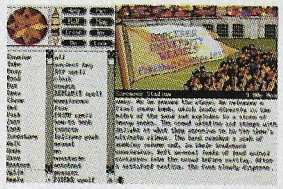
To cheer everyone up, you can adjust the screen to suit your individual preferences...



You can have pure text. A bit daunting, but it does allow your imagination to run wild...



You can have half and half. A nice picture, exit listing, and plenty of room for your text

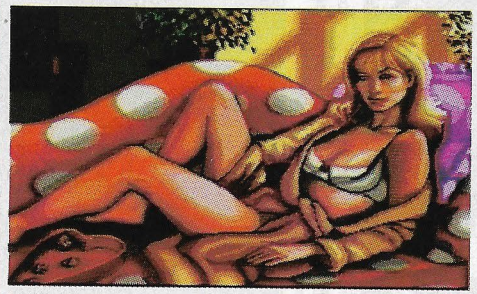


The default setting allows for both mouse and text input, with a pleasant picture in the corner

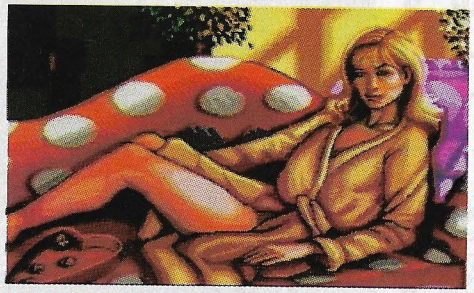
If you like the screen layout, but not the pictures, you can have an on-screen map instead. Or even further text information

NAUGHTY OR NICE?

The style of text can be varied according to your accepted level of lewdness. Take this same situation



In the naughty mode things certainly get hot under the collar. Semi-clad ladies give a fresh meaning to extracurricular activities



In the nice mode Mrs Tickingclock looks much more respectable. She still wants to play games, but it's Gin Rummy in this case

FACT FILE

Software House: Accolade/Legend
Designer: Steve Meretzky

PC IBM PC

Spellcasting 201 is a text based adventure in the vein of the original classics as it proudly sticks up for the old style which has all but died. It's good to see the old atmospheric classics clinging on.

Graphics are excellent, as expected in a VGA PC. The EGA mode is very respectable too, although obviously lacking by comparison.

The options for screen display are well designed so you can be a stickler for the old pure text adventures, or otherwise you can have graphics. You can also depict further information or a locality map, the choice is yours.

The text input is as you would expect, although the parser isn't as large as it could be and the icon routines are hardly inspired. Using a mouse may seem like the idle option, but in the long run it is a real pain.

Music, with a soundboard, is spectacular. With warped anthems and jingley jangles, it is excellently portrayed in various stages, although it has its barren places. Even the humble PC speaker comes out with a respectable, albeit grating, sampled sound.

Atmospherically it succeeds. It doesn't drag you into the scenario in quite the way other adventures can, but that seems to be due to the lack of easy translation to the British experience.

A gutsy adventure for burning the midnight oil, a game which should appeal to both novices and the experienced. You could possibly complete it in a few days, but I doubt it. You'll certain have fun in trying.

£39.99 OUT NOW

X-RATING: XXXX

Gameplay: 14/20
Lastability: 16/20
Presentation: 14/20

FIRST SAMURAI

Lord Akira has been brutally murdered, leaving a young Samurai partially trained. Feeling a bit miffed at this the youth decides to pull on his purple trousers and run around the city wielding a sword. Strangely enough, he isn't arrested!

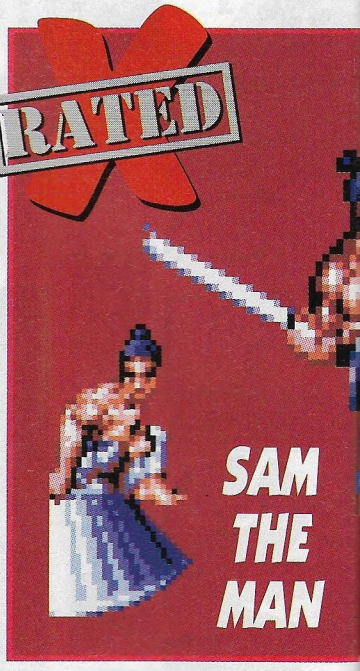
Whenever you teleport to a magical pot, or lose a life, your soul will spin around in the air before landing next to the pot and changing to your normal form

First Samurai is the latest game from the mind of Raffaele Cecco, author of Exolon and Cybernoid on the Spectrum, two classics of their day. This game, however, turns out to be completely different. It centres around your quest for revenge.

This will not be easy, especially since the being you seek has been transported into the future, to the year 2323 to be exact. You must make your way there by any means possible and, once arrived, you will be able to finally finish off the nasty baddie.

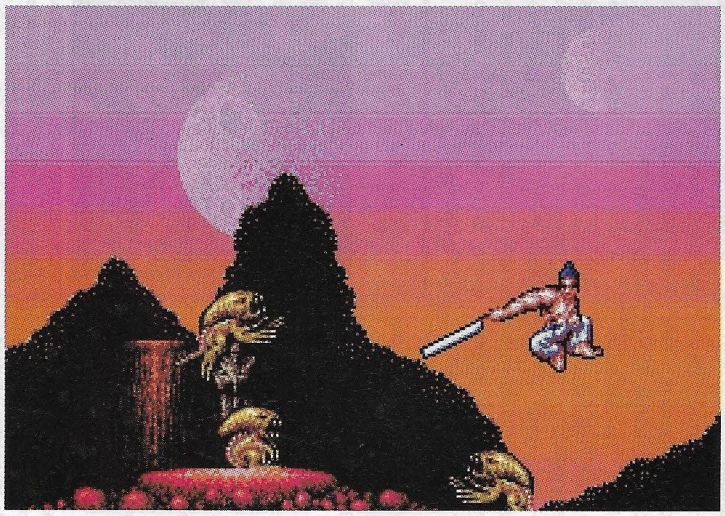
THE MIGHTY SWORD OF DOBBER

Although initially only having your bare fists for protection, you can gradually arm yourself with loads of weaponry, starting with your Samurai sword and working up to large throwing axes.

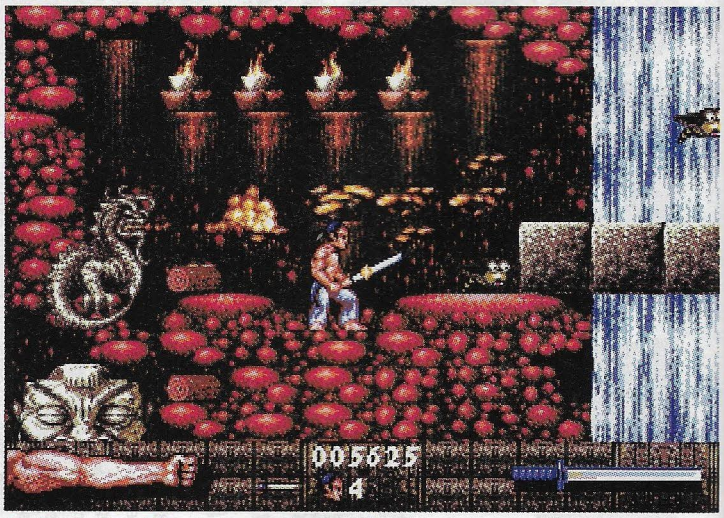


The sword may be used in many ways as you perform ninja-esque moves against your opponents.

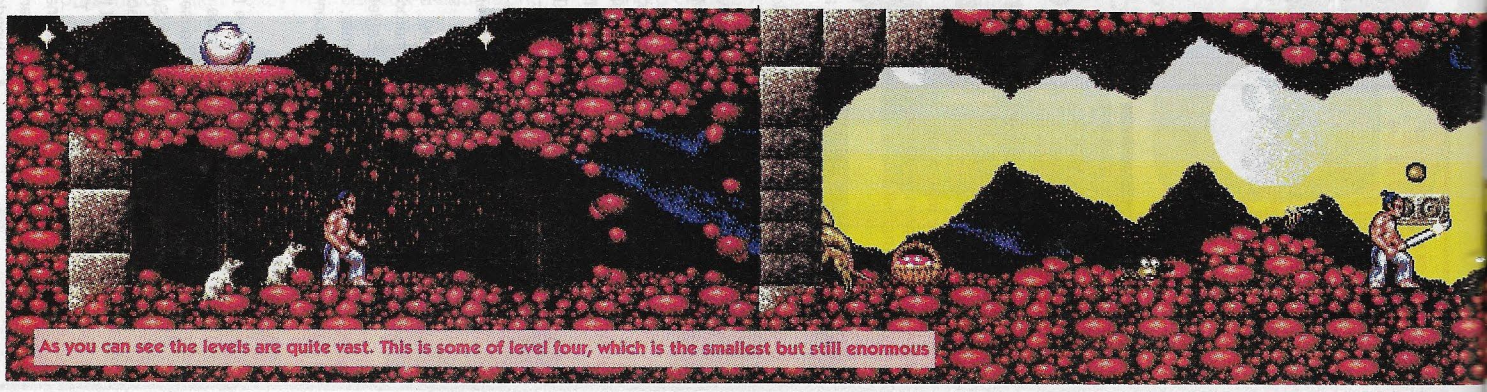
The game takes you across a



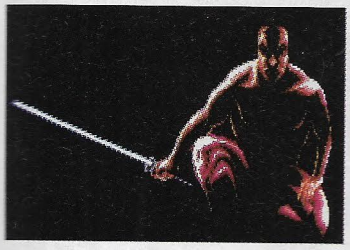
Samurai, Sam for short, is one heck of a mover. Here we see him performing a spectacular flying attack. This is the most effective way of getting out of a sticky situation

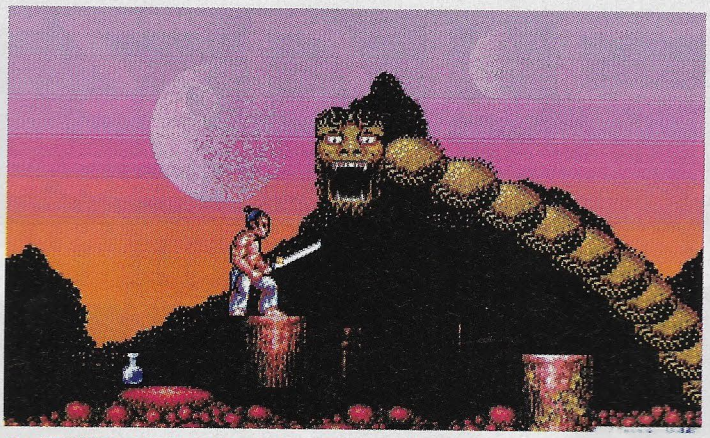


On the first level the aim is to collect four logs from various locations. These are then used to enable you to cross the top of a waterfall before confronting your first larger than large beastie



As you can see the levels are quite vast. This is some of level four, which is the smallest but still enormous





The first big nastie is a dragon who whirls around and spits fire downwards towards you. To kill him it is best to hit him in the face with your sword as he comes towards you

The Wizard Mage can be used here, you can tell by the hologram that flashes on and off above the flames. Use a bell and he'll make it rain down onto the fire and allow you to cross

number of huge, platform-packed, puzzle-filled levels where you will face many foes, all of whom will attempt to end your life in any way they see fit.

The enemies range from seemingly harmless birdies and foot soldiers to large, practically indestructible end-of-level meanies. All these can be killed much more easily when you are wielding the sword.

IT'S A KIND OF MAGIC

Every object, animal or mineral contains a certain amount of magic, thus enhancing your mystical powers when you kill the enemies. However, every time a nasty hits you this will diminish.

Helping you on your quest is the Wizard Mage who can be called upon at any time while playing, as long as you are carrying a bell. If he can help, he will.

Accustomed to getting out of tricky situations he can carry items for you. If you use him and he can't help he will kindly return your bell so that you can use it again later on.

On earlier levels a hologram of the wizard will keep appearing every now and then to give you a bit of a clue as to when to use his powers.

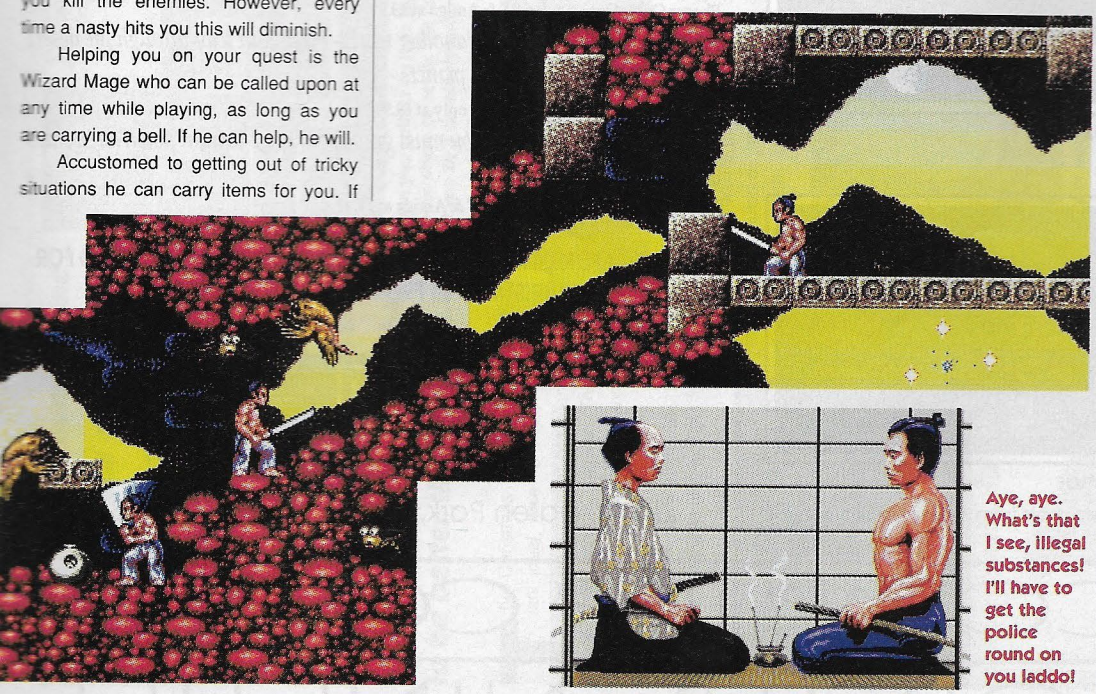
The basic aim of each level is to get to the end-of-level nastie and kill it, but to do this you'll have to collect a number of special items and use them to get past an otherwise impossible obstacle.

When to use these items is fairly obvious so you don't have to strain the old brain too much.

Our hero is an agile little chap, able to climb up large tree-trunks with the ease of any marsupial. He can also jump to at least his own height, perhaps higher, and still take out all the bad guys.

The levels are about the size of your average Turrican level (huge) and getting around them all is not going to be a picnic.

All in all there are 10 stages, progressing through many different time zones. At the end you will get to battle against the Demon King himself and avenge the death of your master.



Aye, aye. What's that I see, illegal substances! I'll have to get the police round on you laddo!

FACT FILE

Software House: ImageWorks
Development Team: Vivid Image Design
Programmer: Raphaele Cecco
Graphic Artist: Teoman Irmak
Music/FX: Nick Jones

Amiga

Platform games are always an addictive challenge and my personal favourite game style. First Samurai throws together platform, puzzle and beat'em-up genres excellently.

The graphics are absolutely amazing and the main sprite has so many frames of animation it's a miracle that he doesn't jerk or slow down. Scrolling is smooth and all the backgrounds look realistic enough to be appealing.

The sonics department is where this game enters into a league of its own; loads of sampled musical notes for dying nasties and many humorous beeps and wails make up a stunning appearance.

The main highlight though is when you open a chest or food basket; a choir voices its praise to you, signifying that you've done something good.

However, there is a down point (gasp!), but not a big one. When you start playing, the difficulty level seems to have been set too high. This will put off a lot of people which is a shame because the game is so good to play.

ImageWorks is on a high at the moment, what with Mega lo Mania and now this. Anyone who doesn't own a copy of this game will deserve to be locked up in a padded cell and the key thrown away. All in all, a game sitting on the edge of perfection!

£25.99 OUT NOW

Atari ST

Basically, the ST version will be identical to the Amiga. The sound will be of a slightly lower quality and the graphics a little less colourful but, surprisingly, the scrolling will be just as smooth.

ImageWorks has produced an excellent game that will be enjoyed by just about everyone, largely due to the number of game styles incorporated in the package.

£25.99 OUT DECEMBER

C64

The C64 version of First Samurai will still be an impressive achievement, but in an 8-bit kind of way. This boils down to the fact that the graphics, sound and gameplay will come across as some of the best seen on the Commodore, still making it an essential purchase.

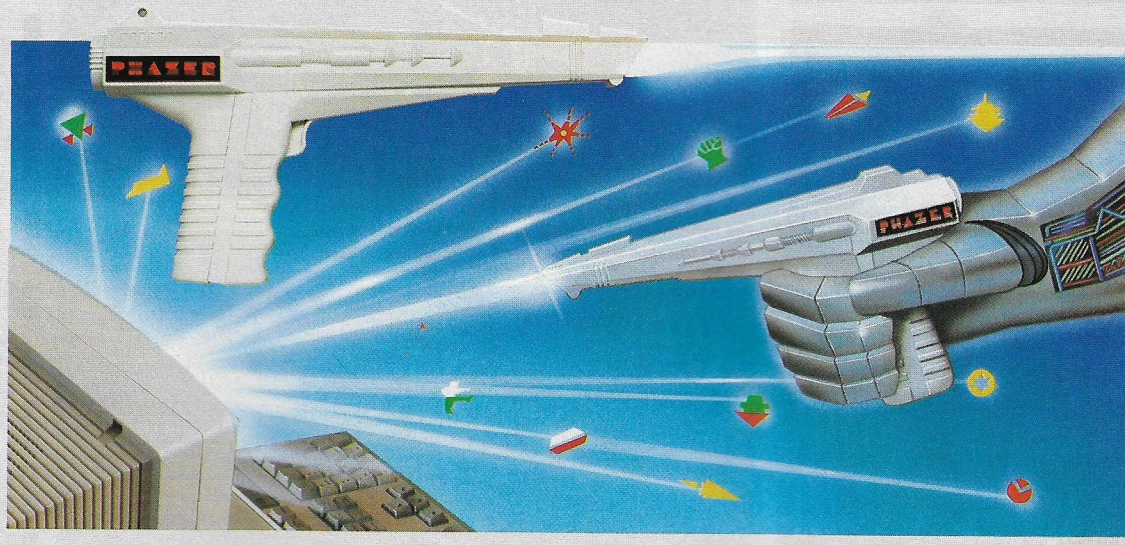
£TBA OUT SOON

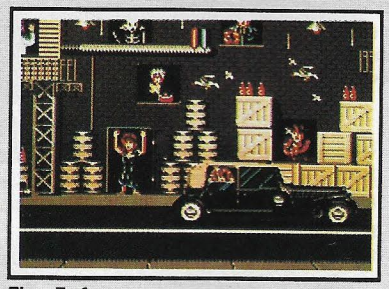
X-RATING: XXXXX

Gameplay: 18/20
Lastability: 18/20
Presentation: 19/20

PURE FIREPOWER

TROJAN PHAZER





The Enforcer

Aliex

Firestar

Screen shots from Amiga Software

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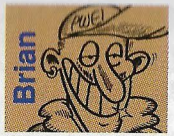
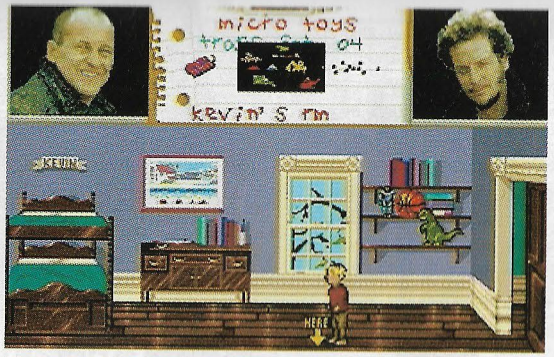
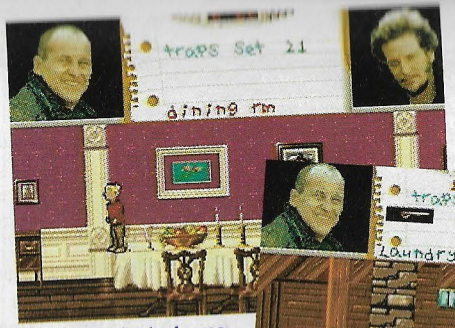
COMPUTER COMBAT FOR THE NINETIES



The number one box office comedy of all time, without one single laugh in it. Quite a feat, huh! The story of young Kevin and some burglars now comes to your computer scene. It has to be better than the film...



When you collect an item there's no need to worry about where to set it. The computer will sort that out for you by a cunningly subtle 'Here' arrow



Being alone in the house without parents does have its advantages. Standing on the dining room table is the tamest of them all

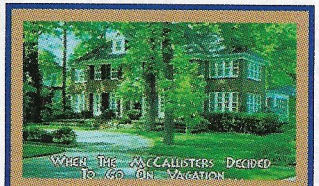
For those who have seen the film, knowing what to do with such items as the Chrimbo decorations will be second nature

Trapped in the attic, Harry is closing in, but then you remember the clothes line leading to the tree

HOME ALONE

The Christmas holidays are an ideal time for kids to lounge around at home and get on their parents' nerves. This doesn't happen to apply to Kevin McCallister though.

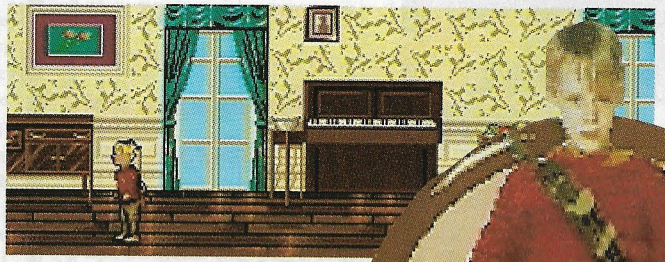
His parents have gone, along with the rest of the family, to Paris for a winter break, accidentally leaving their son at home. The game follows the last 20 minutes of the film where Kevin battles with two bungling burglars, Harry and Marv. They have been trying to rob his house ever since the holiday troupe left for the airport. It is up to you to defend it.



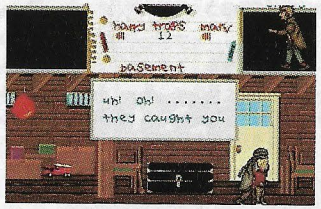
"Have you packed everything dear? Are we all ready to go off to the airport now?"

"I'm sure we've forgotten something but I can't for the life of me think what!"

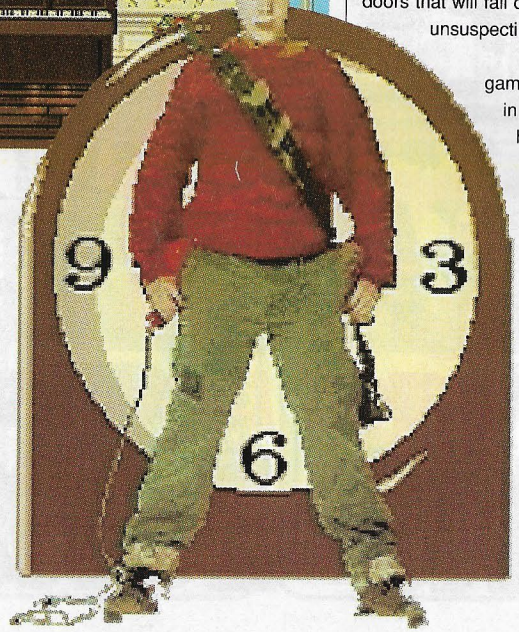
Meanwhile, "Yeah, seven o'clock tomorrow alright, and don't forget to bring the booze"



When either Harry or Marv enters the room his sprite will disappear from the top corner. This means that you'll have to prepare yourself for his appearance and ready the air rifle



After a lot of general mayhem, one of the intruders catches up with you and decides how to deal with you. Game Over, have another attempt and you may succeed



Lying around the house are a number of items which can be collected and then strategically left lying around to trap Harry and Marv.

KING OF HIS CASTLE

These can range from marbles and toy cars to great hefty irons on top of doors that will fall on the head of any unsuspecting intruder.

You start the game at eight o'clock in the evening and have one hour of game time to set as many traps as possible before the intruders arrive.

When they appear, the clock will strike the hour and no more traps can be laid.

You must now run around the house while trying to avoid the burglars and any traps left lying around on the floor. Kevin can jump and shoot to protect himself from any unwanted problems.

Shooting can only be achieved if you have managed to find the air rifle lying around in one of the many rooms. A bullet from this will temporarily disable the target, thereby allowing you to run off as far away as possible.

SETTING THE TRAPS

The game will end when you get caught by either Harry or Marv or if you manage to thwart their plans of snatching the family loot.

Controls are simple with Left and Right making Kev run in the required direction.

Up and Down will enable him to go through to another room and there are two specified controls for jump and shoot.

To collect and set the traps you'll have to use the function keys at the top of the keyboard.

Remember that your mother is on her way back to get you and she won't want the house minus furniture and valuables so it is up to you to prove that you can be responsible.

FACT FILE

Software House: Capstone
Development Team: Manley Associates Ltd
Programmers: George Stults, Jim McManus, John Mckinnie
Music: Tim McMail

PC IBM PC

My original hopes have come true, Home Alone, the game, is better than the rather naff film, but only just!

Graphically the game is far from outstanding but the digitized film stills are nice to look at although they aren't really needed.

The three characters are nicely animated in a cartoon-style, and when either of the two burglars is clumsy enough to trigger off a trap the following animation is fairly humorous.

Soundwise, Home Alone leaves a lot to be desired; the tune starts to grate after only a minute of play and the sound effects are just too scarce to be enjoyable and even then they aren't very awe inspiring.

If you liked the movie then you will undoubtedly enjoy this game even though it matches the same low standard. Otherwise I'd take a look elsewhere for a much higher quality title.

£29.99 OUT NOW

Amiga

The A500 version of Home Alone will be practically identical to the PC, except that there will be the option to play with a joystick and slightly less colour used in the graphics.

Gameplay will of course be exactly the same, which isn't really something to be proud of. Basically, this is your average film conversion with very little depth to it.

£24.99 OUT NOW

X-RATING: XXX

Gameplay: 10/20
Lastability: 10/20
Presentation: 12/20

FACT FILE

House: Sierra On-Line
Designer: Al Lowe
Program: Brian K Hughes

PC IBM PC

It goes without saying that the graphics are excellently drawn and extremely amusing. Anyone who saw the revised Larry 1 will recognise the cartoon style with uneven doors and bendy walls.

Equally the sound is very humorous and fits into the game perfectly. The Larry theme has been remixed for this adventure but is still easily recognisable. The various effects are also very realistic.

What makes the Larry games stand out however is the immense sense of humour they have. You'll find yourself laughing constantly as you play, due to the constant bombardment of silly lines.

However, you wouldn't tell many of them to your maiden aunt, and this can perhaps be regarded as a down point since younger players aren't allowed to buy it, let alone play it.

It is also possible to get completely stuck at some sections, so some players will find themselves getting bored and leaving the game alone for a while.

£39.99 OUT NOW

Amiga

The Amiga version will play virtually identically to the PC in every way; the only major difference being the graphics due to the immense number of colours used by the PC's palette.

Fans of Sierra adventures will love it for what it is but beginners will find the going a bit tough.

PRICE TBA OUT EARLY '92

X-RATING: XXXX

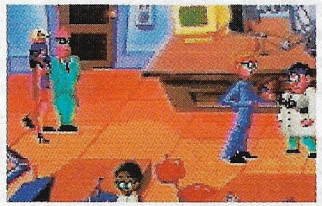
Gameplay: 17/20
Lastability: 16/20
Presentation: 16/20

LEISURE SUIT LARRY 5:

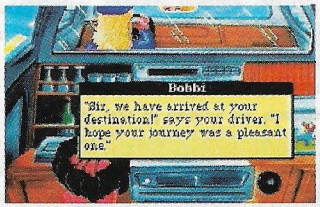
PASSIONATE PATTI DOES A LITTLE UNDERCOVER WORK

The computer world's most famous loser has returned to our screens once more in his greatest adventure to date. Yes, Larry Laffer is here to tickle those adult funny bones yet again.

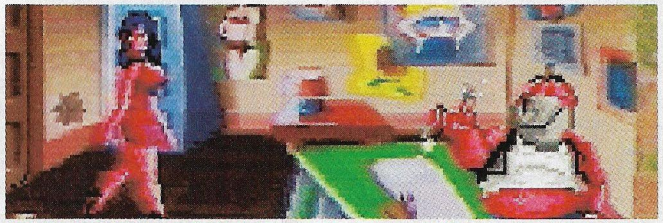
Larry presently works in the tape department of the TV network, Beta Max division, but this is all set to change because he is such a dork...



Patti is shown some of the special FBI devices including the Double-barrelled Brassier Gun



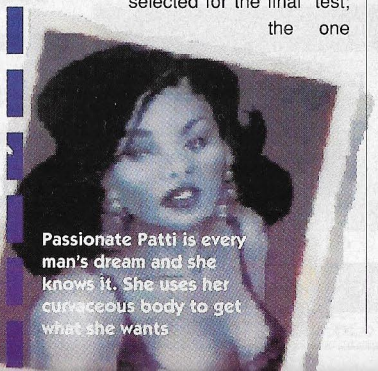
Larry has moved on from the original game when he travelled around in taxis. Now it's expenses paid limos!



Patti is working as a musician in a seedy downtown bar, but she's soon fired by her slob of a boss and decides to wreak revenge on the music industry

Despite its title this is actually Larry's fourth adventure; apparently he has slept right through Larry 4 and is currently suffering from amnesia.

He has landed himself in Hollywood and is now working as a scout for "America's Sexiest Home Videos", the predicted smash hit show of the autumn. Out of 100 applicants three women have been selected for the final test; the one to pass will become the hostess of the show. Larry's job is to interview all three in their home environments.



Passionate Patti is every man's dream and she knows it. She uses her curvaceous body to get what she wants

The game is split into two sections, one where you play Larry and one where you play Passionate Patti. Patti is fired from her job as a musician and gets hired by the FBI to go undercover in the music industry.

LARRY LAFFER: PRINCE OF SLEASE

Apparently there are subliminal messages being placed on Heavy Rock records and rap artists are spellbinding the younger generation with sexually explicit lyrics.

It is up to you to find out as much as possible and bring down the major company involved.

The game uses the system of control we've all come to know and love in Sierra adventures.

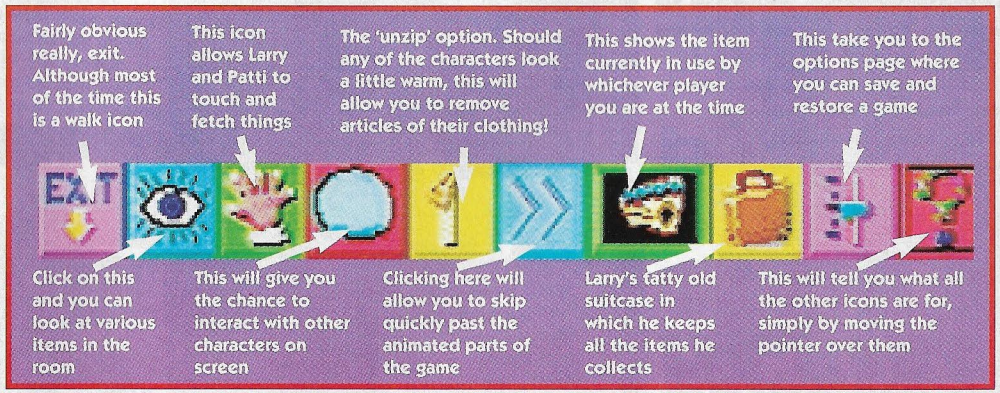
This means that no typing is required and all you have to do is place the mouse pointer where you want and click the button to perform one of the various tasks. In Larry there is the unique clothes removing 'un-zip' option that appears in no other adventure game.

The game will alternate between Patti and Larry at any point between major game areas. In the first scene you witness Larry on a plane between cities and it merges through dream sequences, mostly for older eyes only!

HOW LAME CAN YOU GET?

There are a number of locations to visit and you will find often yourself travelling between cities to meet up with the ladies in question. On your way there will be a whole host of puzzles to solve and people to see.

Most of the game is definitely adult material and should not be played by younger gamers, although undoubtedly they'll get a copy and have a good giggle.



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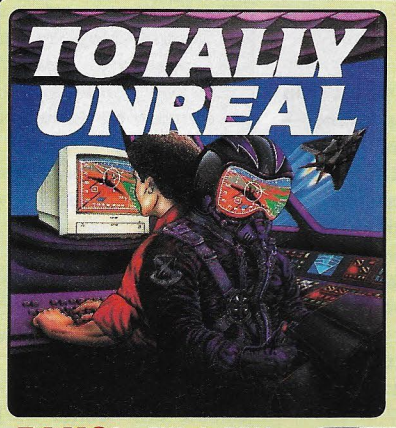

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CONSOLE CONNEXIONS

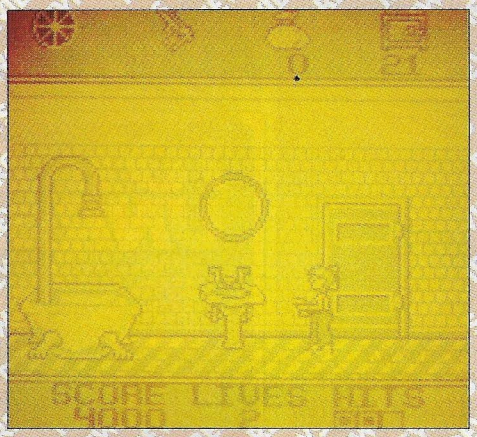
Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: HOME ALONE
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: KC'S COMPUTERS

When the McCallisters went on holiday they forgot one thing – Kevin! For those of you who have seen the hit movie, Kevin was left alone at home, during which time he managed to outwit and humiliate two crooks.

However, they planned revenge and now Kevin is left in the house on his own once more. The Game Boy cart is based around Kevin's antics while trying to stop Harry and Marv and the other bumbling bandits from stealing valuables scattered around the house.

As Kevin you must protect the McCallister's household by collecting all the goodies before the crooks lay their hands on them.

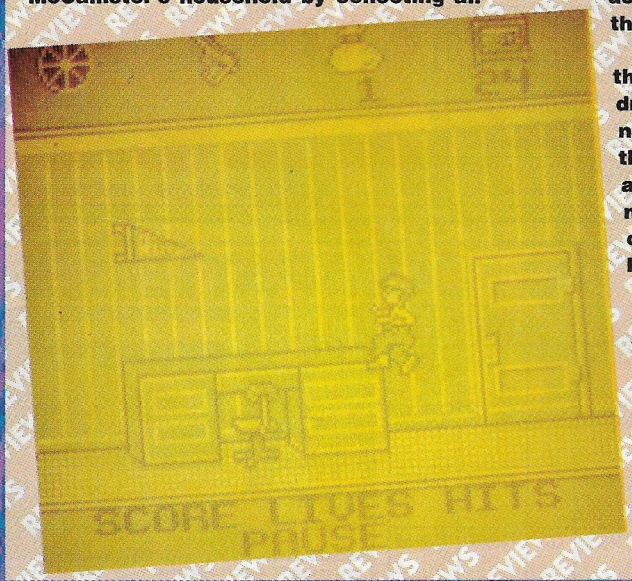


Objects such as watches, candlesticks and items of jewellery must be stored in a suitably safe place, namely down the laundry chute and in the depths of the basement.

The valuables are hidden throughout the house, in drawers, cupboards and other nooks and crannies. To find them Kevin must explore his abode. The D-pad controls movement and pressing up will open a door and enable you to look inside a cabinet.

Pressing button A will make Kevin jump, and B will fire the weapon he's currently holding – either a water pistol, slingshot, baseball or his trusty BB rifle.

Kevin has three credits, each one divided into three hit points. He must successfully explore all four areas of the house before finally defeating Harry and Marv down in the basement.



I found Home Alone to be quite enjoyable and, once you have got the hang of things, it is both addictive and playable. The challenge is quite tough, but sadly it does become a little monotonous after completing the first couple of areas.

Neat graphics and sound make it more enjoyable, but sadly it remains a somewhat run-of-the-mill game which will undoubtedly do well due to the movie tie-in.

X-RATING: XXX

Gameplay: 12/20
Lastability: 12/20
Presentation: 13/20

Ladies and gentlemen, please put your hands together and welcome this week's selection of outstanding console games. Look out for Donald Duck on the Mega Drive, but first of all, this...

CRYSTAL QUEST

Crystal Quest from Data East is now available on import and looks set to become a hit on the Game Boy. Set in outer space, scavengers like yourself roam the spaceways in search of the precious gems which make a fast buck.

Unfortunately for you, these gems attract other strange, alien creatures, all of which will destroy you if you attempt to steal the valuable stones.

The game is simple. You pilot a very manoeuvrable craft around the screen, avoiding the aliens, picking up the crystals and dodging the walls that surround each section. Collect all the crystals and a portal will open and transport you to the next sector.

A unique feature of this game is that it is endless. With infinite levels, the better you become, the harder it manages to get!

Crystal Quest is available any day now from most good importers. Try either KC's Computers or Console Concepts. Expect a full review soon.

MORE BARGAIN BUYS

Console Concepts has announced yet another line in PC Engine, this time it offers the American equivalent, the **Turbo Grafix**. The units are Scart only, and will cost £160.

For that price you will receive one of the machines, one game (rumoured to be Keith Courage in Alpha World) and a convertor that allows you to play both American and Japanese carts on the same unit.

In addition, Console Concepts has got the **PAL Neo Geo** in stock. For a mere £325 you can have an arcade unit in your home, and what's more you can link it up to your cheap portable colour TV. Great, eh?

BATMAN 2

Before the movie hits the streets, the sequel to the immensely popular Batman should arrive on the shores of the UK, hopefully in December or the New Year.

Originally titled **Batman 2: The Return of the Joker**, you must once again foil the evil one's plans. Appearing on the NES, the game will boost bigger and better characters than the original and will include seven levels of exciting action.

MEGA DRIVE MIG

Now that Electronic Arts has opened up the field for flight sims on the Mega Drive, Domark is following suit and a conversion of **MiG 29 Super Fulcrum** is due for release some time in the future.

Featuring slick 3D graphics, MiG 29 puts you in the cockpit of one of the world's most advanced tactical

fighters, and includes a series of missions that will test your skill and courage to the full.

The game will also include an electronic battlefield which, in layman's terms, is basically a 'living' combat zone in which the enemy is constantly moving. Your action will affect the way they retaliate.

When the game will be released and how much it will cost is yet to be announced, but look out for it in the shops hopefully around Christmas time.

KC'S BUDGET BONANZA

Hot news from console specialist, KC's Computers. A **Super NES game convertor** for the Famicom, a rather useful peripheral, is now being sold for a mere £28.95. A large variety of Super NES titles is also in stock for use with the convertor.

KC's has also announced its **Game Gear bargain bundle**. For those interested in purchasing one of Sega's excellent hand helds, KC's is bundling the unit, a Master Gear convertor which allows you to play Master System cartridges on the Game Gear, with a copy of Super Hang-On, one of the best games available at the moment.

How much for this lot? It would be a bargain at £150, but KC's can give you this deal for a mere £115 – only £15 more than the Game Gear itself! For more deals contact KC's Computers.

SHINING FORCE

Do you remember the excellent Mega Drive game, Shining in the Darkness, reviewed in issue 27 of *Games-X*? Well, a sequel is already planned, and will be titled **Shining Force**.

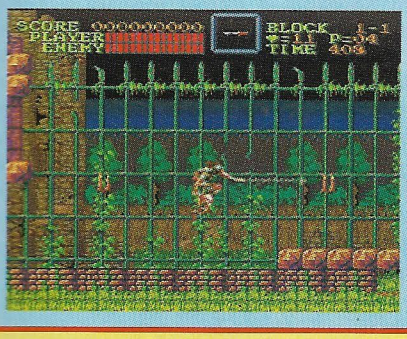
The sequel will look similar to the original in terms of combat sequences, but will improve on the animation and backdrops and, above all, the challenge will be greater and therefore take longer to complete.

Set hundreds of years before the original, you must defend the island of Loon from a band of raiding marauders looking to use the power of the Gods for their own use.

The game will come on a massive 12 meg cartridge and should be available some time next year. Exactly when and how much has yet to be announced.

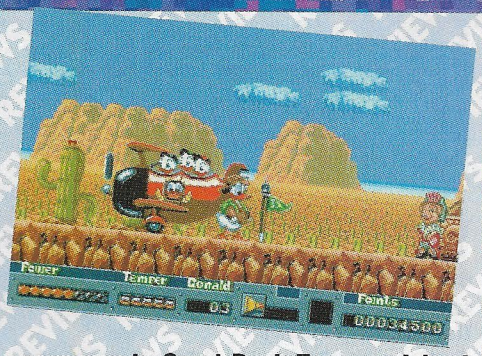
TOP 5 SUPER FAMICOM CARTS

1 .....Castlevania 4
2 .....Geoman the Warrior
3 ...Super Ghouls 'n' Ghosts
4 .....Final Fight
5 .....Super Mario World



Thanks to:
***Console Concepts**, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759*
***KC's Computers**, 3 High Street, Loughborough LE11 1PY. Tel: 0509 211799.*

GAME: QUACKSHOT
MACHINE: MEGA DRIVE
PRICE: £34.00
SUPPLIER: CONSOLE CONCEPTS



Lust for wealth beyond his wildest dreams has taken over the tiny mind of Donald Duck, and now the quacky bird will stop at nothing to add to his ever-growing horde of treasures.

Recently D Duck has heard rumours of a great stack of gold known as Garuzia's Great Duck Treasure, but legend has it that the money lies many miles away, across vast continents. In Donald's eyes, days of trekking is nothing, so he packs up his tools and sets off with Huey, Dewey and Louie.

You play the role of Donald Duck, international superstar and famous cartoon character. Your task is to conquer all 10 levels to finally make your way to Great Duck Treasure Island where you face the final battle.

You'll start your journey in Duckberg, then eventually you have to negotiate Aztec Ruins, a Viking Ghostship and get out of the Ducky Gang hide-out alive!

Donald is controlled with the joypad, using the D-pad for movement, button A making him dash, B to fire and C to jump. Donald attacks with plungers (the sink unblocker variety!?!) which momentarily stun his foe, but other weaponry such as the popcorn shooter can be used to destroy the enemy.

At the end of each sector Donald must collect a special item which is used to get further in the next level.

The object is located somewhere on the level and when found he simply hammers a flag in the ground to show he's completed the sector, calls the plane by entering the menu, then leaves for the next taxing stage.

QuackShot is beautifully animated, and the graphics are the game's strongest point. The sound is OK though nothing awe-inspiring, but what really rounds off an excellent game is the immense playability.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 17/20

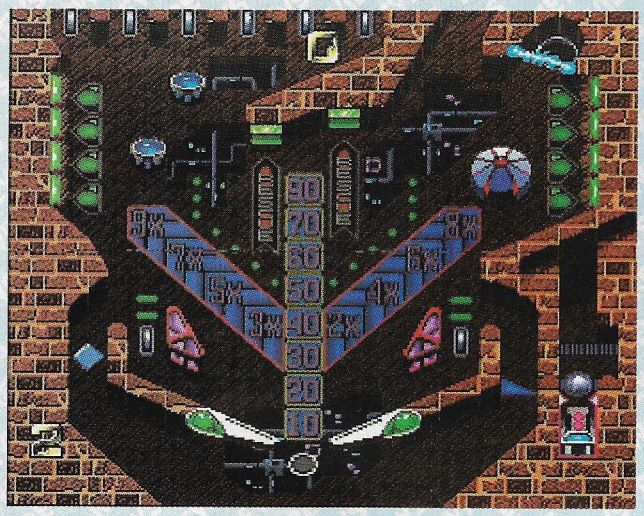
Donald, not known for his flying ability, here makes a desperate leap past one of the bad guys

GAME: TIME CRUISE II
MACHINE: PC ENGINE
PRICE: £35.00
SUPPLIER: CONSOLE CONCEPTS

Video Game Pinball has become enormously popular lately, and Time Cruise II is the latest in a long line of pin-table simulations to appear across all the various formats.

Time Cruise II is different from the rest though, because it is set over a vast table some 10 screens in size. This table is packed with loads of different ways to make your score rocket, and has seven sets of flippers to stop the ball from disappearing down the trap!

Located at numerous points on the table are special warp zones, five in all. These, when entered, transport you to one of the many bonus screens that allow you to gain an extra ball. The first is a mini-golf type game where you must hit the ball into a hole to score.



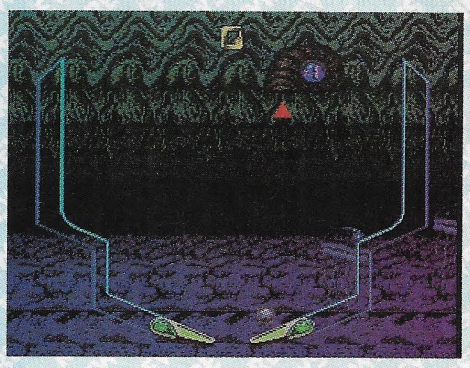
The next is a series of platforms that must be tilted so the ball falls down to the bottom without entering one of the voids at the side of the room.

The sea stage sees you shooting at jellyfish for points and attempting to land the ball in a moving ship for an additional 1-up.

Unfortunately you cannot tilt the table, not even throwing the console at the wall will budge the ball, but button 1 operates the right flipper and left on the D-pad the left flipper.

Time Cruise II is a thoroughly enjoyable game which provides many hours of entertainment. The game is more appealing than most other video pinball games because it has a variety of other gameplay styles to add to the attraction.

If you like this genre of game, you'll love Time Cruise II. If you've never tried a video pinball, you could do a lot worse that experience this excellent product.



X-RATING: XXXX

Gameplay: 18/20
Lastability: 14/20
Presentation: 15/20

GAME: BUGS BUNNY 2
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: KC'S COMPUTERS

Cartoon characters are cropping up in many games these days, and now the Looney Tunes hero, Bugs Bunny, has returned for his second adventure.

At a riotous party at the wicked witch's castle the atmosphere was electric and everyone was having a great time. That was until the witch grabbed Honey Bunny and hid her deep within the castle under lock and key.

As the brave Bugs you must explore all 28 chambers in search of the beautiful Honey. You will have to use skill to avoid the rascals, Wile E Coyote, Daffy Duck and Sylvester the Cat, who try to stop you.

You control Bugs with the D-pad while buttons A and B fire the weapon you are currently carrying. Bugs cannot jump, rather strange for a rabbit, so he must use the series of ladders, warps and pipes to travel between levels.

You begin the game with five lives, one of which is lost every time you come into contact with an enemy. In addition you are awarded a life every time you complete a level. What's more, you'll receive a password that allows you to start at the last level you played.

During his quest Bugs can collect a variety of objects, the most common being the keys which unlock doors. Other equipment includes bombs and arrows used to destroy the rascals.

There is also a hammer which destroys objects, and a pickaxe that gives you the ability to climb.

In addition, a carrot awards a 1-up, the lightning bolt acts as a smart bomb, and the shield makes Bugs invulnerable to attack for a few seconds.

The idea behind Bugs Bunny is very dated, and I've seen countless games where the objective is basically the same. The game is graphically OK with sound to match, and despite being quite addictive doesn't offer anything new, except perhaps for cartoon freaks.

X-RATING: XXX

Gameplay: 11/20
Lastability: 10/20
Presentation: 12/20

GAME: SUPER EDF
MACHINE: FAMICOM
PRICE: £44.00
SUPPLIER: KC'S COMPUTERS

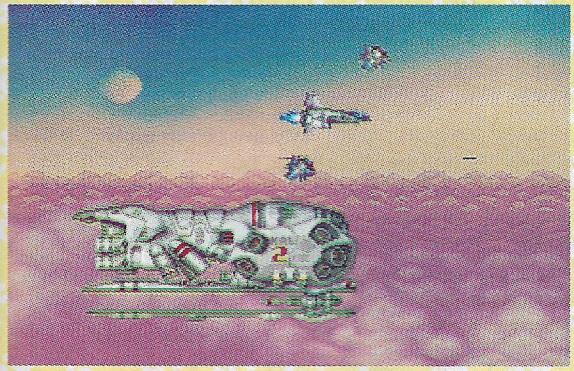
Look at the size of that thing! Mind you, size isn't everything and I'm sure you'll be able to penetrate its defenses

The Famicom is blessed with its fair share of decent shoot'em-ups, what with Super R-Type and Gradius 3, but yet more appear every month. The latest cart for the blast freak is Super EDF, a manic horizontal scroller which places you at the apex of the valiant Earth Defense Force.

Stationed at the helm of one of the most technologically advanced craft you must battle your way through six levels of non-stop action, bursting at the seams with bloodthirsty alien assassins.

The initial stage occurs high above the cumulo-nimbus. The enemy attacks from all sides, swirling through the mist and outflanking your craft. Only with the aid of your hi-tech weaponry can you defeat the oncoming force, and luckily for you the ship is armed with a huge array of munitions.

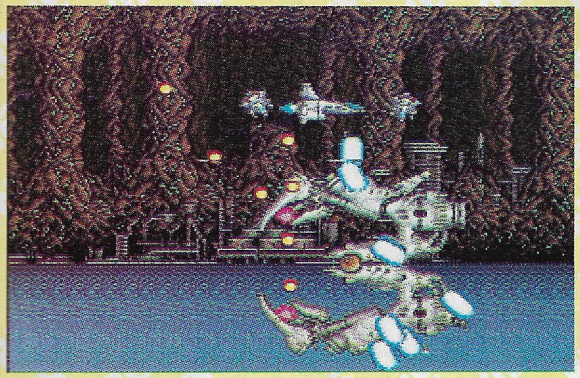
You start off with the weakest shell, the 'Vulcan'. The power and effectiveness of each weapon differs vastly. For instance, the 'Atomic' is



excellent at taking out single enemies, but when the screen is filled with the blighters you are much better off strapping the 'S Laser' on the front of your ship.

The next level, Midnight Intercept, is a desperate night battle over the city. Far below the people go about their business unaware of the danger that lurks above.

Having destroyed the guardian that protects the gateway to the next zone,



you venture underground to the Deep Bluecave. Submersible hoppers splash from the calm waters and open fire on you, while smaller pods home in and knock away at your energy.

Level four takes you into the depths of space. In the distance a vast space station gets nearer but at the moment your mind is on other things – the short-distance fighters swarming from the hanger bays!

The station erupts in a ball of flame after much shooting, and now all that is left is to invade the fortress. However, you must pilot your way through the planet's atmosphere, then eventually engage the final guardian before making good your escape.

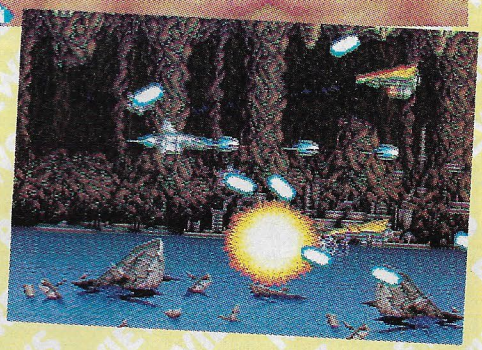
Hang on a moment, just when you thought you'd won a monstrous frog appears on the screen and eats your ship whole. Game over, man!

Holding button B operates the main weapon rapid fire, while A toggles through the various attack patterns. The first is to combine certain attack pods with your main weapon, therefore giving a more powerful shot, but other settings include releasing these pods so they home in on the most threatening enemy on the screen.

Super EDF is a good shoot'em-up as long as you leave the easy option alone. Selecting this level reduces the lastability of the game drastically and allows you to beat the game in under a day.

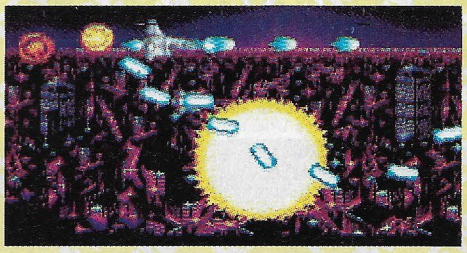
Graphically it features loads of different sprites and very impressive backdrops with six levels of parallax.

The game does tend to slow down when the screen is



cluttered, which proves to be annoying at key points during the action.

On the whole though, I expect to get a far better blast when paying out the amount of cash in question, and to be honest you will only get an average, run-of-the-mill shoot'em-up that sadly doesn't present anything new.



X-RATING: XXX)

Gameplay: 14/20
Lastability: 9/20
Presentation: 16/20

GAME: SHADOW OF THE BEAST
MACHINE: MEGA DRIVE
PRICE: £44.95
SUPPLIER: ELECTRONIC ARTS

RATED X

Tapping button B will make you punch, but timing is crucial. However, you can dodge by tapping down on the D-pad

The air was cold, the night sky pitch-black. The darkness was perfect for the Beast Lord's abductors, who stole a young child from his parents and dragged him far away to the mysterious temple, Necropolis.

Priests fed the youngster with blood, and over the years he changed – not only in body but in mind too. The boy became a Beast, and for many years served as the Beast Lord's messenger.

It was a fateful day when the Beast started to remember the truth about his past and swore to avenge himself. The Beast Lord had destroyed his life, so now he would destroy the Beast Lord.

You are the Beast, a strong, agile creature with an enormous task ahead. You begin in the peaceful countryside, the sun blazing down. To begin with you can move left or right, using the D-pad, to discover new areas in the game.

These are usually shown by the door or entrance-way with an 'IN' sign in front or above them. To enter through the doors, simply walk up to them and tap up on the direction pad.

Some doors are locked, so you must locate the key before you can progress further. Of course, you won't be able to run from one side of the land to the other without encountering the many servants of the Beast Lord, and they appear in many shapes and sizes.

The majority of them charge towards you, swinging an axe or other such weapon around their heads. One well-timed punch or kick, performed by tapping button B, will soon dispense of them.

The game does include somewhat tougher creatures, these usually protect a vital object such as a key or a new piece of weaponry. Great skill is required to defeat these adversaries, but the reward is worth it.

You begin the game with 12 hit points, each time you are struck this is reduced. Extra energy top-ups can be found to replenish lost power although the Beast can die if his heart rate climbs too high, which will occur when he receives damage.

As well as energy potions extra weapons can be picked up. These include plasma beams and laser guns, and further on a jet pack is vital to see the later stages of the game.

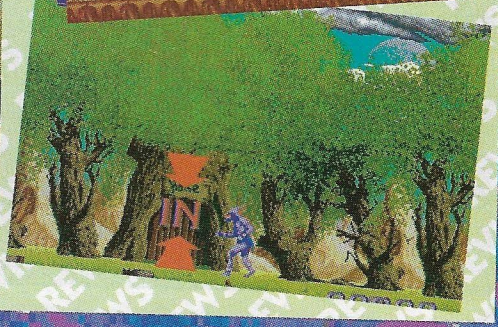
I personally think that the Mega Drive version of this excellent beat'em-up is far better than the Amiga original. Graphically the game is crisp and clear, and features the oh-so-impressive parallax scrolling which is found on the Amiga disk.

The sound is also excellent and overall this is an extremely well-produced package, but where the Amiga version was let down by the lack of gameplay due to the immense difficulty, the Mega Drive cart improves on this and is therefore a real gem.

X-RATING: XXXXI

Gameplay: 16/20
Lastability: 15/20
Presentation: 18/20

Forget punching this beastie, use the powerblast gained when you collected the orb earlier on in the game



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EDUCATION

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FOR REFERENCE

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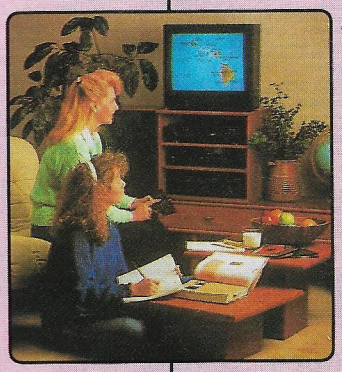

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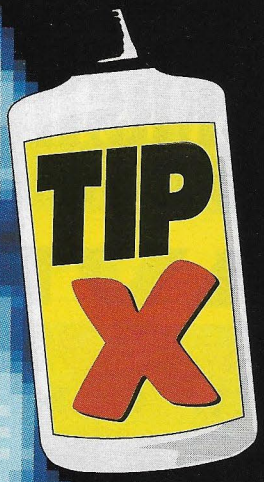


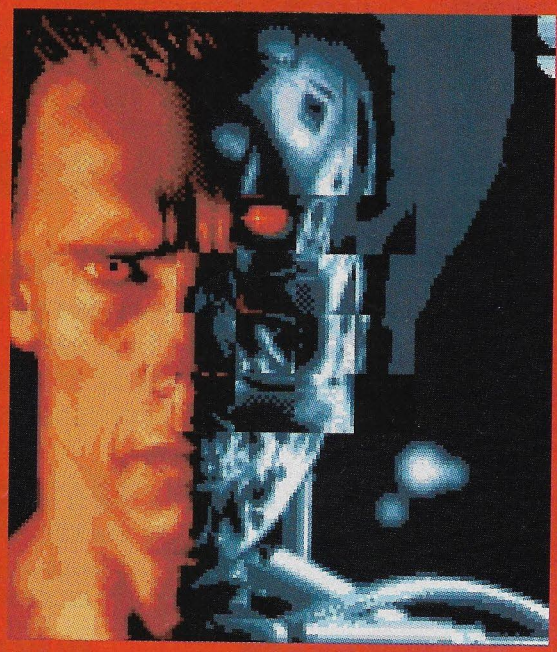
A real big one for you this week. Terminator 2 has been top of the charts for weeks now, so I'm sure there are plenty of you just begging for a cheat. If you have any tips you wish to share with us write to: Tip-X, *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP.

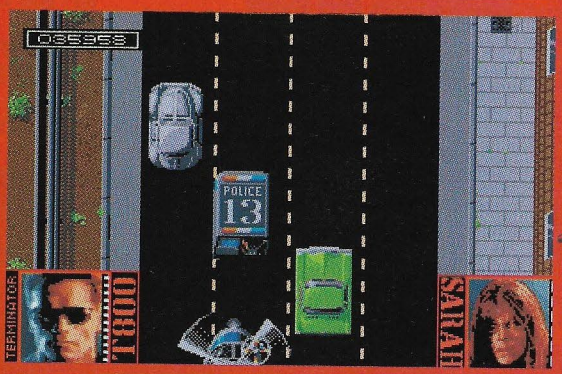
TERMINATOR 2

– OCEAN

Here's the biggie for this week guys! Yeah, Terminator 2! Hasta la vista baby and all that. All you have to do to skip through all the levels is pause the game and then press all the function keys from f1 to f10.

From now on, every time you press the escape key you'll skip to the next stage. Brilliant stuff, eh? Don't say I never do you any favours.





ROCKETEER

– NINTENDO GAME BOY

More from wee Ali here, this time a few level codes for this latest film license.

Level 2: 492629312
Level 3: 435765818
Level 4: 775454215

ROBOCOP

– OCEAN C64

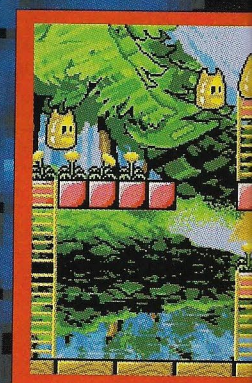
If you hold down the keys F, G, H, and J you will be able to make ol' Robo fly around the screen. Cor! Brilliant or wot?

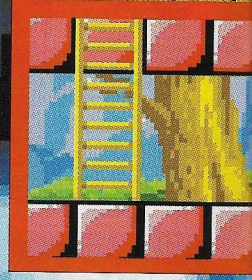
WARBIRDS

– ATARI LYNX

To activate this strange little one, simply crash your plane or get shot down and then pause the game when the red poppy screen appears. You will now be able to survey the battlefield by moving around it using the joypad.

Pressing button A will allow you to view from another plane and if you then press pause five times you will be able to fly around in this other plane. Weird huh?





CASTLEVANIA 2

– NINTENDO GAME BOY

To go straight to the very last level put in the following code: C 1 D F O 2 6 O L I K N S W J K. Yet another one to thank Ali for I think!

TOP CAT

– HI TEC AMSTRAD

If you want to get infinite energy during gameplay, simply go to the options screen and hold down the keys S, E, R, F, P, U, K. Why those keys I have no idea! Serfpuk isn't exactly your everyday word is it?

TREASURE ISLAND DIZZY

– CODEMASTERS Sinclair ZX Spectrum

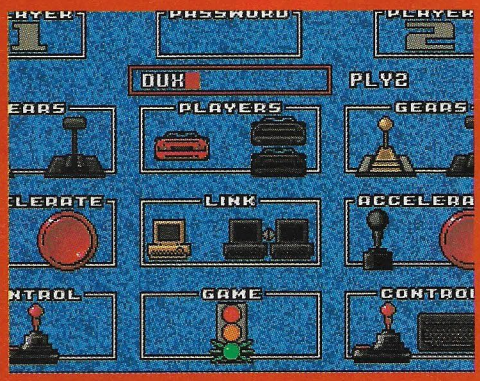
On the title screen hold down the keys P, O and A along with the Enter key. Then press either Space or Fire and continue holding down the keys. When Dizzy starts moving press C and Diz will disappear. Use the keys Z or X to skip through all the screens and then press Up or Space to make Dizzy reappear.

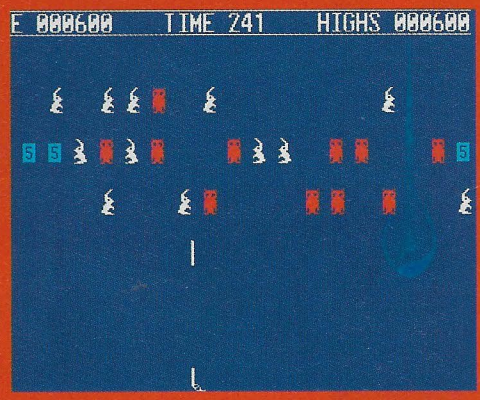
LOTUS TURBO CHALLENGE 2

– GREMLIN

We've received all manner of tips over the last week for this superb racing game from the lads in Sheffield. To really build up the tension I'm going to give you a different tip every week for the next few issues so I don't spoil the whole thing for you.

The first is a little shoot'em-up sub game which can be accessed if you enter the password as DUX. It's fairly primitive, but a version of a classic!





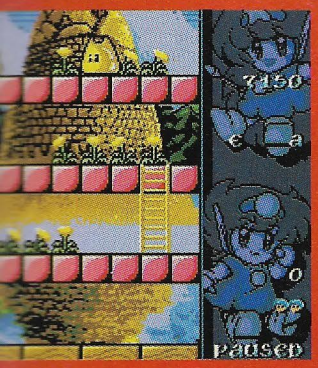
DOUBLE DRAGON

– NINTENDO GAME BOY

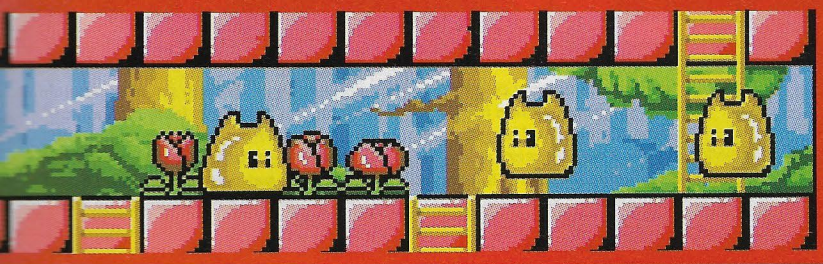
Yet another Game Boy cheat for you to twiddle with! To get loadsa lives on this beat'em-up meanie mangling monster title, select game B and then beat your partner to a pulp and collect his life force. Repeat this a number of times to stock up on 1-ups.

RODLAND

– STORM



Ha ha! Bet you miserable bunch had no idea that this cutesy-wutesy, lovey-wuvvy, wikkle gamey had a very silly wikkle cheaty-weetie did you? If you pause the game and then press Help five times, that's once for each finger on your hand, you will get lots and lots and lots of lives so you will be able to finish the whole thing and not die!



BACK TO THE FUTURE II

– IMAGEWORKS AMSTRAD

A pleasant little Amstrad cheat which some of you probably know already! Type in HEADBUTT on the title screen and then you can press escape to skip through the different levels. A bit useful that 'innit?

BAD DUDES

– NINTENDO Nintendo

My pal Alison Morgan has obviously been incredibly busy over the past few weeks. The lovely young lass has sent OODLES of cheats for you all to play around with.

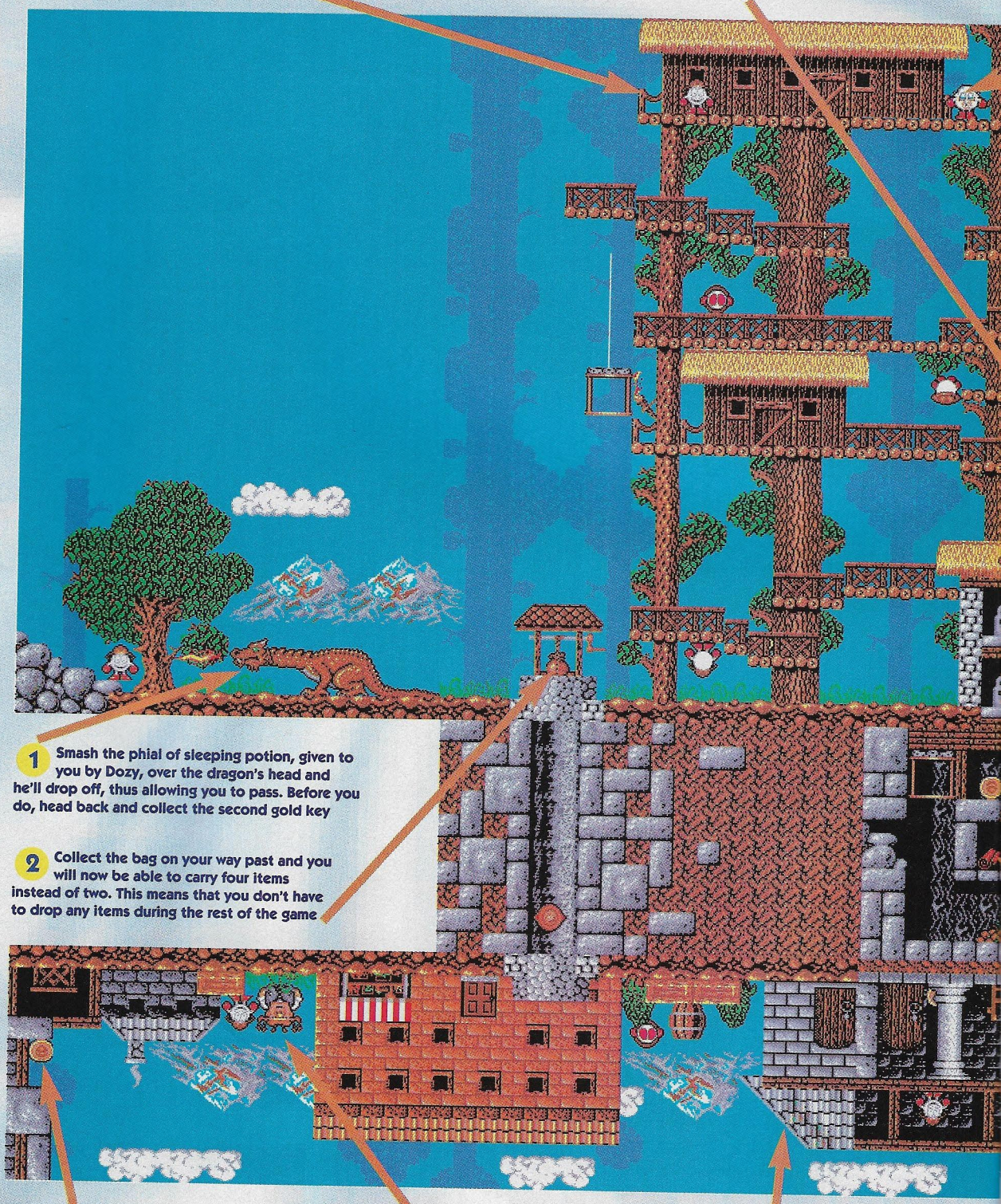
The first is for Bad Dudes Versus Quite Incredible Odds and Oversized Meanies with Enormous Muscles. To get 64 lives simply press B, A, Up, Down, Up, Down on pad 2 before pressing Start.

FANTASY WORLD DIZZY GUIDE PART 2

Last time I left you completely scuppered, having just escaped from the castle to the east. Now I'll tell you how to come close to finishing it. Giving away the ending would ruin your enjoyment of the game now, wouldn't it...

6 The pickaxe is used to knock away the loose rocks behind the dragon at the bottom of the game. This is needed to obtain the large rug, used to cover the spikes on the sky castle

4 Don't bother collecting the hole cos it will appear in the bag and all your items will fall out, making it all rather inconvenient for you



1 Smash the phial of sleeping potion, given to you by Dozy, over the dragon's head and he'll drop off, thus allowing you to pass. Before you do, head back and collect the second gold key

2 Collect the bag on your way past and you will now be able to carry four items instead of two. This means that you don't have to drop any items during the rest of the game

11 Collecting this coin isn't as easy as it looks. You will have to stand on the wall to the right so that you are seemingly stood in mid-air before jumping

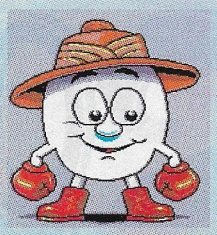
10 Give the cute pigmy cow to the shop keeper when he appears and after a bit of haggling he'll give you a single green bean for it. Collect this and use it in the manure found in the allotment

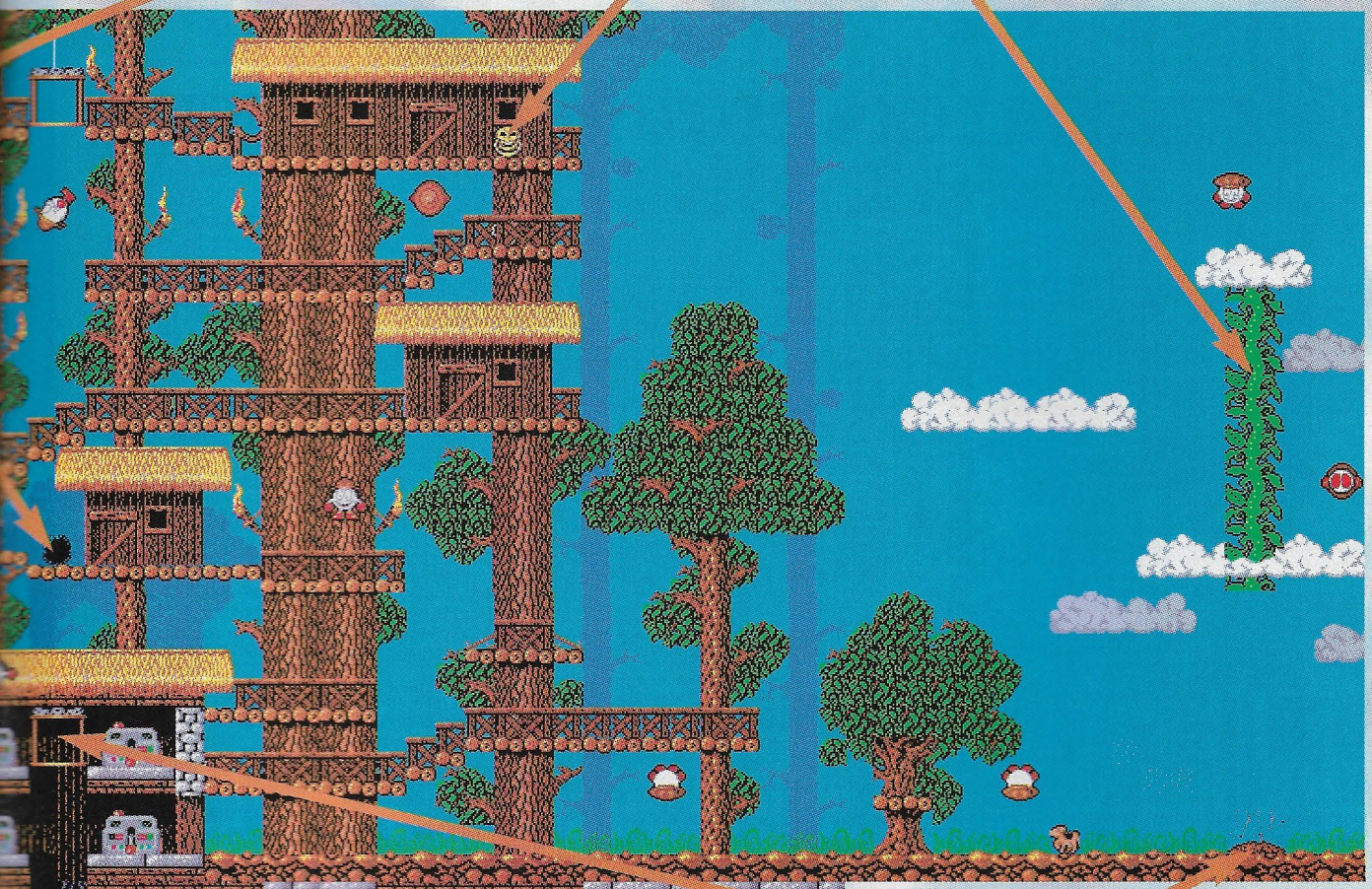
8 Getting onto the church roof is fairly difficult as you have to get on top of the barrel to be stood high enough. To get on the barrel you have to jump off the edge of the well

7 Talk to Grand Dizzy and he will offer to come with you on your mission. Sadly he is too old and slow and therefore is better off staying behind. He will give you a crowbar which you use to get down the well

5 Collect the door knocker and head back to the room at the top of the castle, use the knocker and the door will open. Once inside, collect the bucket and head back to the hot water spring near to the volcano

13 The beanstalk isn't very easy to climb as Dizzy can only stand on certain areas of the leaves. Stand just to the left at the bottom and jump straight upwards loads of times. If you go right to the top there is a bonus item to be collected





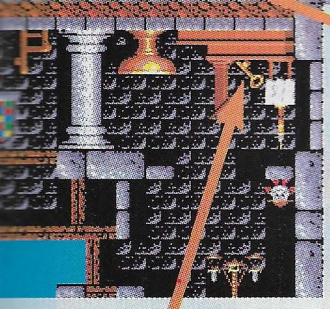
3 The lift control hut is where the gold keys come in handy. But which key operates which machine? The two you are carrying will control the bottom right and top left. Be careful not to get crushed as you enter and exit the lift

12 With the bean planted in the sloppy dirt you'll still need to grow it. Fill the bucket with hot water from the spring and then throw this over the bean. Lo and behold, you now have a beanstalk to climb

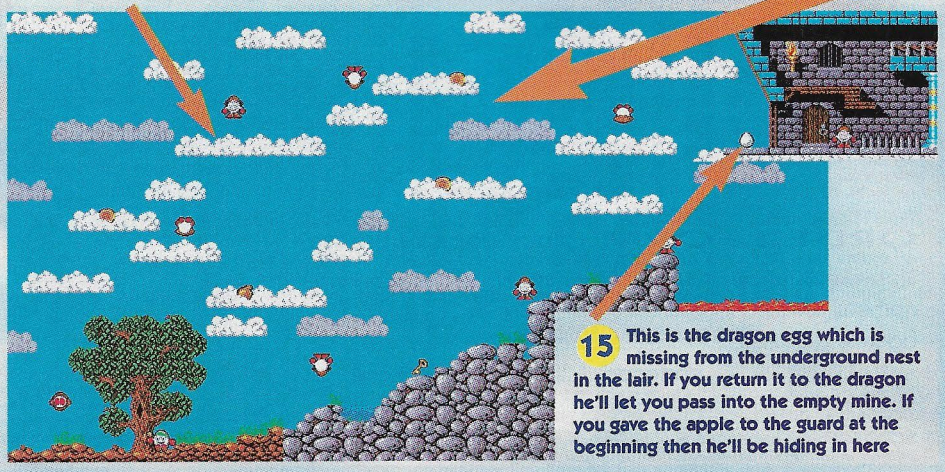
CONTINUED BELOW

16 This lovely Persian rug is just big enough to be laid across the spikes up in the cloud castle. Collect it and return there before going in and rescuing Daisy. Keep away from any kind of fire once in the castle and you should survive

14 The clouds can be a right royal pain in the botty cos you can only stand on the white clouds and should you fall you will have to return to the beanstalk again to have another attempt. Watch out for the nasty lava in the volcano opening...



9 This is the last key you'll discover. It is relatively easy to collect but beware of the candle flame when jumping back up and out of the castle. There is also an extra life near the top for the taking



15 This is the dragon egg which is missing from the underground nest in the lair. If you return it to the dragon he'll let you pass into the empty mine. If you gave the apple to the guard at the beginning then he'll be hiding in here

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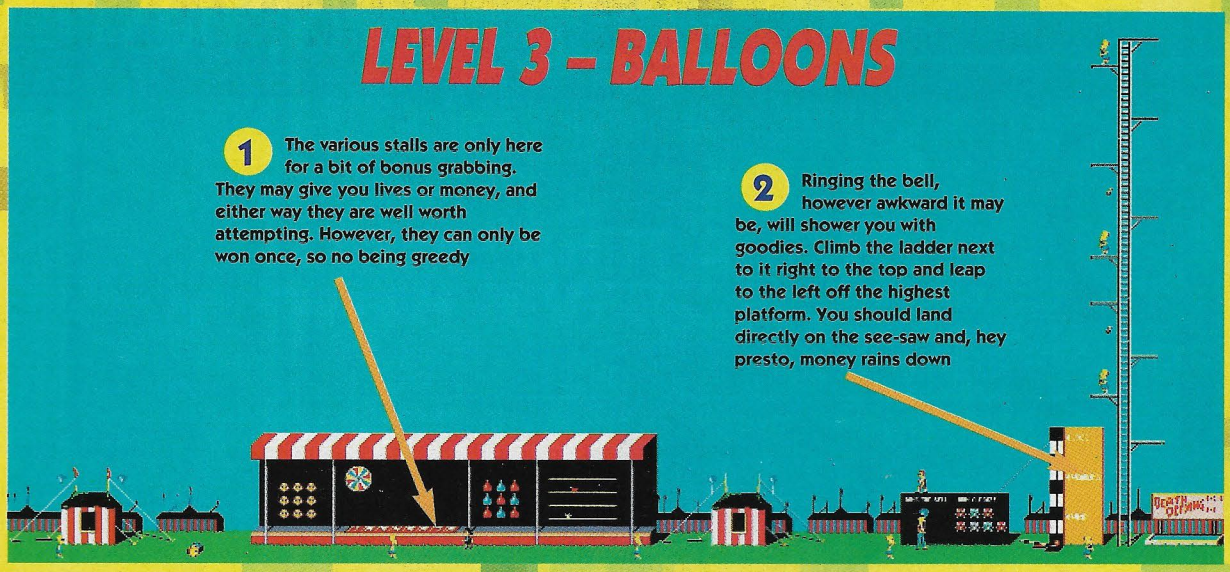
THE SIMPSONS GUIDE PART TWO

The annoying tones of Bart Simpson esq are about to grace Games-X once more as I finally get around to the second part of our amazing player's guide. Can you do level three? No? Well, you should be able to after reading this...

LEVEL 3 – BALLOONS

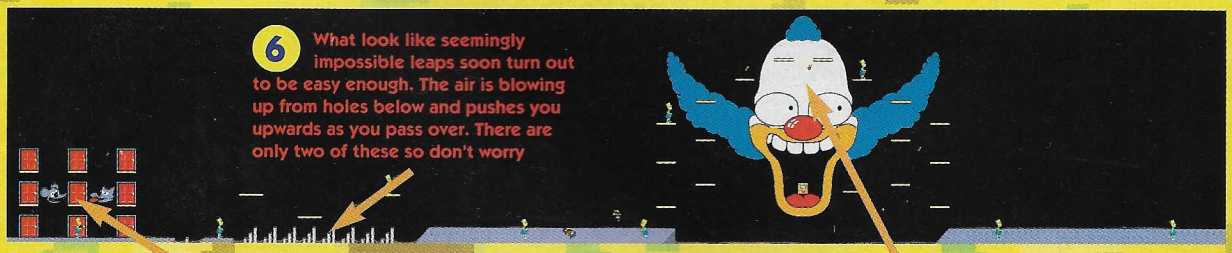


1 The various stalls are only here for a bit of bonus grabbing. They may give you lives or money, and either way they are well worth attempting. However, they can only be won once, so no being greedy

2 Ringing the bell, however awkward it may be, will shower you with goodies. Climb the ladder next to it right to the top and leap to the left off the highest platform. You should land directly on the see-saw and, hey presto, money rains down

3 A little brat floats by holding onto his helium-filled balloon. Do your good deed for the day and burst the balloon with your catapult. Make sure you avoid the tumbling child afterwards because if he falls on you he will take away one of your hit points

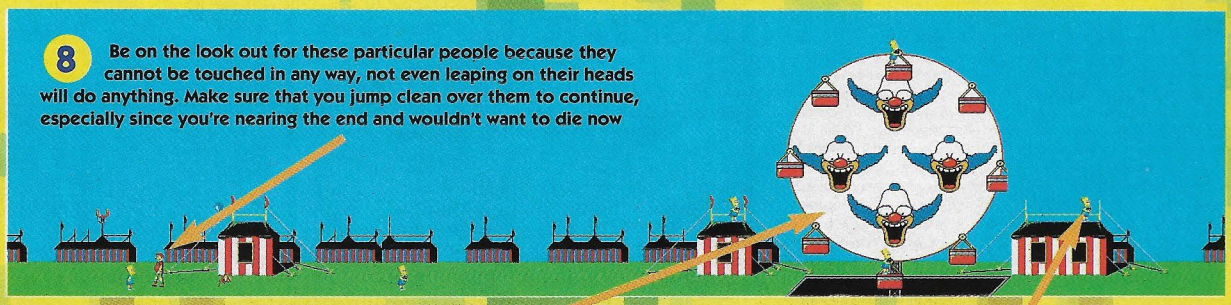
4 Watch out when approaching these tents because nasties usually fall out of the window and they have to be jumped over. Make sure you are ready for them and do not touch them at all costs



6 What look like seemingly impossible leaps soon turn out to be easy enough. The air is blowing up from holes below and pushes you upwards as you pass over. There are only two of these so don't worry

5 Here we see you getting the chance to earn a quick bonus. You'll have to close all the dizzy doors within a set time limit. Not as easy as it sounds so don't blow a gasket while trying

7 Get across the clown's head by using the little platforms around the top. Only go for the extra life at the bottom if you really feel that you are about to die. Watch out for the little child walking just afterwards



8 Be on the look out for these particular people because they cannot be touched in any way, not even leaping on their heads will do anything. Make sure that you jump clean over them to continue, especially since you're nearing the end and wouldn't want to die now

9 The big wheel cars are constantly rotating so time your jump well. You'll have to be perfect unless you want to fall to your death. Jump off to the other side when you reach it

10 Don't worry if you haven't got all your goals when you reach here for you can keep going back round the big wheel and collecting the floating balloon when stood on top of the building. You will then be free to go and face the end-of-level nastie

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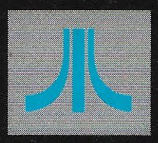
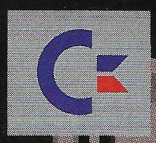
UTOPIA PLAYER'S GUIDE PART 1

Strategy games come in two styles; the fun type like Mega lo Mania, and the in-depth type like Utopia. They are both thoroughly enjoyable but now it's time for an Utopia guide to take the limelight...





GETTING STARTED...

The first thing you want to do is build a hospital and a ship construction yard, making sure the latter is next to a landing pad. Hire workers for both and set the ship factory up to construct a fighter.

Then build a couple of tank yards and workshops. For the moment tanks will be freely constructed but later on you'll need to have an armament's factory to continue. Place flux pods around the colony perimeter to allow for fast expansion

1 Always remember to check with the advisers on the second of every month because their reports are updated on the first. Analyse the data and change anything that may look bad

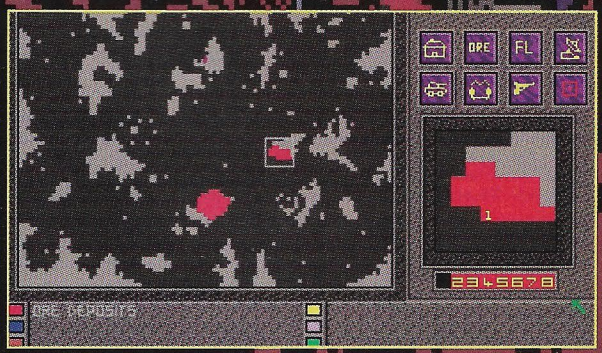
2 Remember to keep a large amount of flux pods around the colony. That way you'll be able to keep constructing buildings without the worry of being told you can't build on some sites

3 When the war between the two colonies begins, erect another command centre so that if one is destroyed you can still construct vehicles for retaliation

4 Remember that when you have a large population it is better to have more than one hospital. If you follow this guideline then the Quality of Life (QOL) rating will stay quite high

5 Build any laboratories early on in the game so that you are constantly being given new designs throughout. Earth will keep asking for scientists so remember to keep hiring new ones

6 To save power during an enemy raid, build missile launchers instead of laser turrets which use a lot of power. However, this only tends to works if the attack is from the air



7 To make mining for ore and fuel easier, enter the map screen and look for where supplies can be found. Place markers on top of them and simply build a mine where the marker is found

8 To obtain power only use the solar panels, especially since power stations give out waste products that severely effect the QOL level. Remember to keep loads of flux pods in order to store the power during solar eclipses

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More cheapo public domain games for you to spend those last few pennies on. This time they come from those lovely chappies at Warpdrive, 17 Bit, and ABPD.

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WARPDRIVE, 110, Buron Avenue, Balby, Doncaster DN4 8BB.

QUICK AND SILVER

ABPD – DISK NO G055

Before I say anything about this I want you all to know that this is probably one of the best PD games I have seen in a very long time. Presentation is excellent and the gameplay is both challenging and fun.

Basically, it's a sort of Mario World rip-off game with loads of platforms and ledges to jump about on, while you avoid lots of aliens which look as though they've been ripped out of every popular game ever released!

On your travels you'll meet an evil Pogo, (the star of Nebulus), as well as bits from Turrican and other classic titles. The game is for one or two players; one plays Quick, the other Silver, and it is certainly big enough to keep most platform fans happy.

The scrolling is slick and smooth and the sprites are all big, well drawn and superbly animated. On top of this you get a great soundtrack and some wonderful effects.

The quality is certainly up to the standard of a lot of recent budget releases and I'm sure that just as soon as the word spreads this will be a roaring success for the lads at ABPD.

It's great when you manage to find something this good buried in the depths of a public domain library!

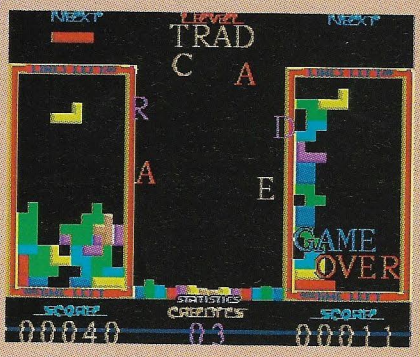
X-RATING: XXXX

TWINTRIS

17 BIT – DISK NO 1419

Tetris is now becoming one of those indestructible games that all the demo producers just keep on copying and then whamming into their typically dull demos.

However, salvation is at hand with this excellent version that has emerged from the lads at 17 Bit. Admittedly it is just another Tetris game but what's different is that it allows two players to go at it head to head simultaneously on the same screen.



Graphically, the game is very pleasant indeed and the animation of the pieces as they move down is very smooth. As usual there are some great sonics in the background. (How come PD stuff always sounds so good?)

Those of you who've ever played link-up Tetris on the Game Boy will know the pleasures of a two-player game of this type. What Twintris does is basically simulate this style of play.

If you're after a classic puzzle game clone, then this is one of the best you can get, and it's only 89 pence.

X-RATING: XXXX

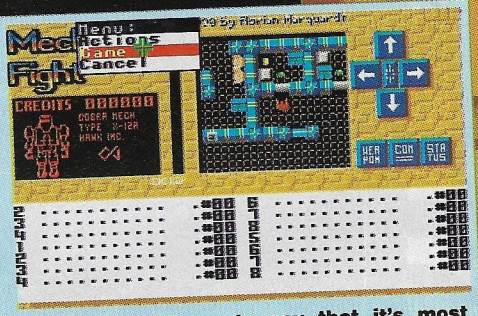
MECH FIGHT

ABPD – DISK NO G100

Mech Fight is an RPG in the true old-fashioned sense. You play the hero as he roams around an abandoned space station, collecting objects, avoiding aliens and trying to open doors that will reveal further sections of the ship.

Control of the whole thing is by means of a mouse and pull down menus and every now and then you get to click on an icon of some description in order to initiate a sequence of events.

It's a nice blend of new and old styles and is actually quite playable. To judge it



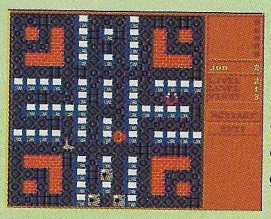
best I would have to say that it's most suitable for people who are used to the way RPGs work yet aren't any good at them.

X-RATING: XXX

GAMES COMPILATION

WARP DRIVE – DISK NO 511

Four little games for your dosh here. A few of them obviously written with AMOS, but overall they're not at all bad. There's a silly little four-player SuperSprint



clone amusingly monickered Skoda Turbo Challenge as well as a classic puzzly sort of 'Boxxle' clone game called SYS.

Here you move lumps of computer equipment around a room while trying to mangle the meanies that aimlessly roam around.

Next up is a simple two-player biplane combat game called BIP that pits you head to head on a single screen battle area in a couple of biplanes that are absolutely impossible to fly.

The biggie on the disk is a cute little platform game called Wizzy's Quest, an interesting little arcade adventure sort of product which, although looking pretty naff, is actually quite good.

Overall, it's not a bad little collection. I've seen better, but for £1 who cares?

X-RATING: XXX

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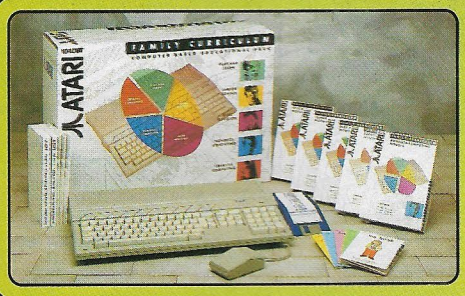

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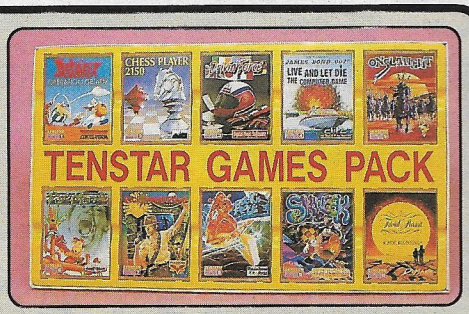

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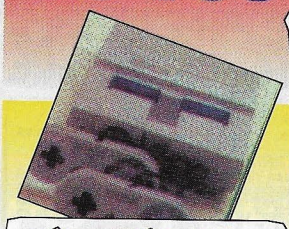

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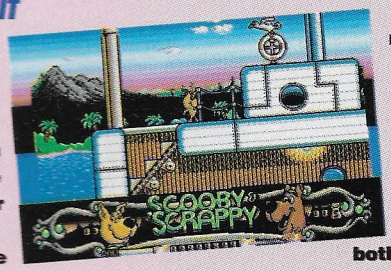


Cartoon licences are always a cue for good graphics and cute sound and this one from Hi Tech is no exception. The game is a platform adventure where you have to rescue your friends, Scooby and Shaggy.

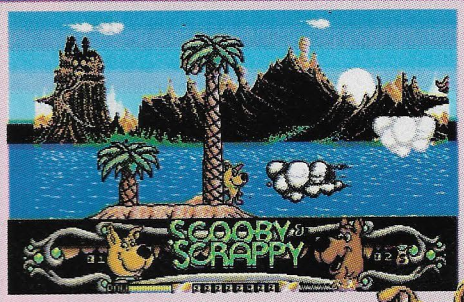
You play Scrappy, the fearless pup and nephew of Scooby, as he leaps around killing all nasties who get in his way. Lying around the levels are many bonus items which give you points for your troubles.

There are the infamous Scooby Snacks and various power-ups which allow you to jump higher than usual.

As I said before this really is very well presented, nearly up to the standard of full price titles. The parallax scrolling is very smooth and slick.

The difficulty level is enough to keep both young and old playing for a while and each level looks different to the last.

It's obvious that Hi Tech has spent a great deal of time trying to get this right and it has paid off. Platform fans will really enjoy this challenge and at this price it is a steal.



X-RATING: XXXX)

GHOSTBUSTERS 2

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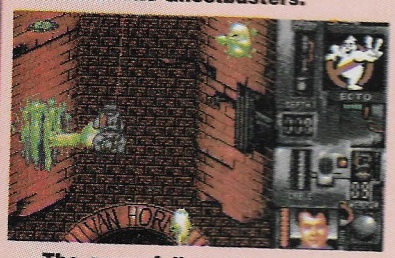
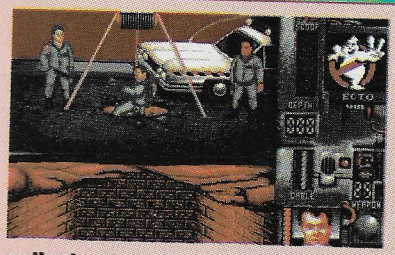
New York is once more under threat from the forces of the spirit world. On New Year's eve Vigo the Carpathian is about to be reborn through a restored painting.

Only one group of people can save the city from this impending disaster... The Ghostbusters.



The game follows the plot of the film as closely as possible with three main levels, each completely different from the others. The first sees one of the 'busters being lowered under Park Avenue to collect a sample of slime from the river flowing at the bottom.



Then you have to control the Statue of Liberty as it walks to the New York Museum of Art to crack the shell of bad slime.

Finally it's a battle to the death, well destruction since he's already dead, with Vigo himself in an attempt to rescue Dana's baby.

This is a fairly impressive film conversion and when compared to the rest, one of the best. At budget price you could do a lot worse than this. If you have the money this comes well recommended.

X-RATING: XXXX

ALTERED BEAST

HIT SQUAD £7.99
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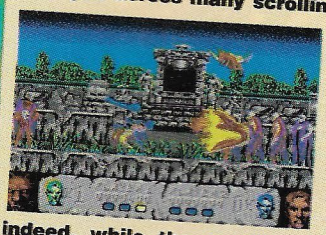
Every person has an animal inside them, well according to Altered Beast they do. This so-called beast can be unleashed at any time without warning and you control such a creature.

You have been called upon by the God, Zeus, to find and rescue his daughter. This perilous journey will take you across many scrolling stages where the idea is to beat the living daylights out of all who stand in your way.



Graphically this really is rather poor to look at. The sprites are badly coloured and move very slowly indeed, while the scrolling is jerky as well. Sound effects are also slightly on the naff side.

If you like your games slow, uninteresting and boring then this is the one for you. Otherwise you'd be a lot better off looking elsewhere.

X-RATING: X)

MANIC MINER

SOFTWARE PROJECTS £9.99
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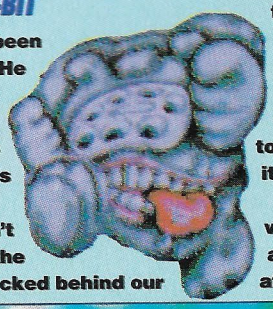
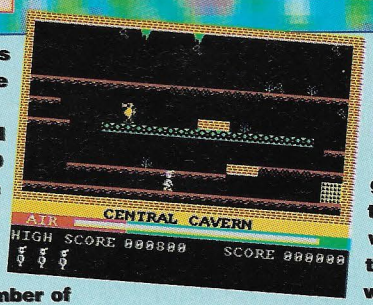
A major discovery has been made by Miner Willy. He has found the ruins of a lost civilization's mining exploits. He decided to go in further to investigate; this was a big mistake.



The mining droids hadn't been shut down and the entrance shaft has been blocked behind our Will. The only way out is forwards and that's where the trouble lies.

The whole journey will take you through 20 screens filled with platforms where there is a limited air supply and you have to collect a certain number of items before you can leave.



Supplied on the disk are two versions of the game, both of which are identical in map design. The real attraction is the inclusion of one that is the same as the Spectrum version, but obviously without the colour clash.

At £10 this is fairly good value but most of the new breed of gamers will find that they soon tire of it. However, those who remember it from the Speccy days will enjoy the chance to play it once more.

X-RATING: XXX)

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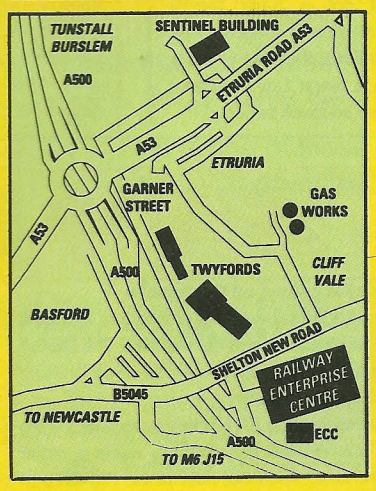

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STREET TALK
PACMANIA CHALLENGE

Wayne Thomas (14) (the man in the hat)

I didn't do all that well in the competition, I only got 6,450 and I was hoping to do a bit better. It's a really hard game to control, when you want to turn the character around he keeps getting stuck and you end up getting killed by the ghosts. It just won't move fast enough! It's a real pain!

I come into Game quite a lot because you get a chance to have a good go on all of the games!

Daniel (15)

Apart from Mega Drive games I like just messing around. I like RPG's but there aren't many other people around who like doing that sort of thing. I've completed Sonic but I used the cheat (cheating anchor).

I've found a cheat for Pacmania, it's printed in the back of some magazine. Apparently there's a hidden room so I'll try and get in there if I play in the competition. (Ha ha, the cheat only got 7,460.)

David Halliday (21)

What's a 21 year old guy doing in a Pacman competition? I've never been in a shop like this before, the only thing I've ever seen that's even remotely like it is the Virgin Megastore! The competition looked a laugh, I probably won't do very well, but so what?

I used to have an Atari VCS when I was younger, but I got rid of that when I was about 12. About a year ago I got a Sega Master System. I'm into shoot'em-ups, sports simulations, that sort of thing. But I'd love a Mega Drive because the games are so much better.

Benjamin (12)

As well as playing the games I'm into music; I love reggae, rap, pop, any kind of music really. I've got quite a few games for my Nintendo, but I haven't really got a favourite.

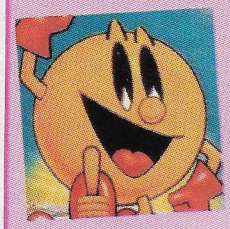
I quite like Pacmania on the Master System, it's OK, but it's difficult to control. It's too hard trying to get him to go around the corners and I don't like that joypad! I was in the competition but I only got 6400 points, so I'm not going for the final!

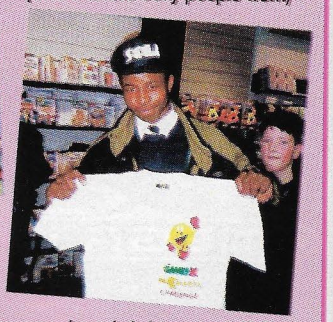
Richard Codrington (14)

Things like Mario and Castlevania are my favourites. I usually play on my Nintendo 'cause I've got quite a few games for it. I haven't really got any hobbies of any sort, when I'm not playing on my console I end up just doing my homework and stuff like that.

THIS WEEK'S WINNER AT GAME IN BIRMINGHAM

(where all the sexy people work)





Adam Gardner (15)

1st – 18,260 eh? Not bad! I haven't got Pacmania at home you know! I have got R-Type, Afterburner, Chase HQ, California Games and loads of others, though R-Type is definitely the best of the lot. I can clock the score on it.

When I'm not playing on my Master System I go up to the Birmingham Institute to do a bit of weightlifting.

PACMANIA HALL OF FAME

1. Billy Bailey.....25,140
2. David Cox.....20,400
3. Neil Foster.....18,700
4. Jonathon Cook.....18,540
5. Adam Gardner.....18,260
6. Matthew Wilson.....17,820
7. Michael Whitney.....17,680
8. Jason Graham.....16,840
9. Jonathon Wills.....16,620
10. Daniel Forde.....16,300

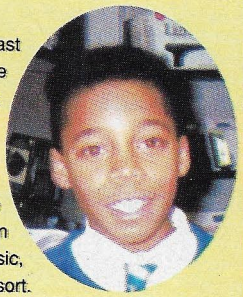
Next week we're at Alan Heywood in Blackpool and the following week at Softcentre in Newport. Then look out for us on 4th December at Software City in Walsall.

Will you be the one to receive what they're all describing as that highly enigmatic Mega Drive thing?

Jason Graham (14)

2nd – I don't go weightlifting, honest! I haven't got a console like any of this lot, I've just got an old Commodore 64 which I've had for quite a while. I thought Pacmania was all right but I didn't think much of the controls. I'm more used to a joystick than a joypad so I had a few problems for a while.

Daniel Forde (11)



3rd – Fantasia, Altered Beast and Sonic the Hedgehog are the games I've got for my Mega Drive. Sonic's my best game and I can get to the third level. I can't get any further, but I haven't used the cheat yet! I like football but computers is my main hobby really. I like any kind of music, I don't have a particular favourite sort.

SHOP TALK

Ged – The brains behind all the muscle

Sonic is selling really well, it's probably our biggest title on the Mega Drive at the moment. The Master System version doesn't seem to have taken off quite so well though. Pity that, 'innit?

We're definitely a big EA Hockey store, that's a big seller, and Fatal Rewind has certainly made a major impact. On the hand helds Out Run on the Game Gear is selling particularly well, don't ask me why though because Chequered Flag on the Lynx is a better game, that's my tip!

We don't really have a chart of what's selling well at the moment but I'd say that those are the top ones.

Paul Nicholls – The muscle

Guess who was the mug who stood there timing all the kids as they played on the game? Ged ought to have done it but he couldn't be bothered – obviously got things of extreme importance to do!

I'm getting used to this T-shirt now – I actually quite like the back print although I'm not that sure about this bloomin' great Pacman on the front. Why don't you go and interview the girls, it's not just us lads who are really sexy you know...!

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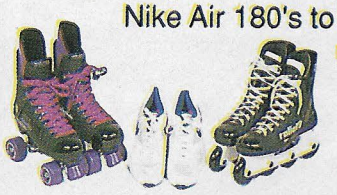

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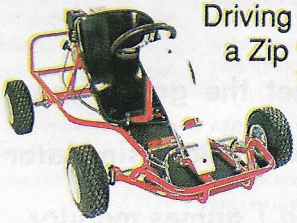

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WINNER!

Abigail Singer from East Sussex is rather pleased with herself as she won our EVERYTHING comp! Watch this space for winners!

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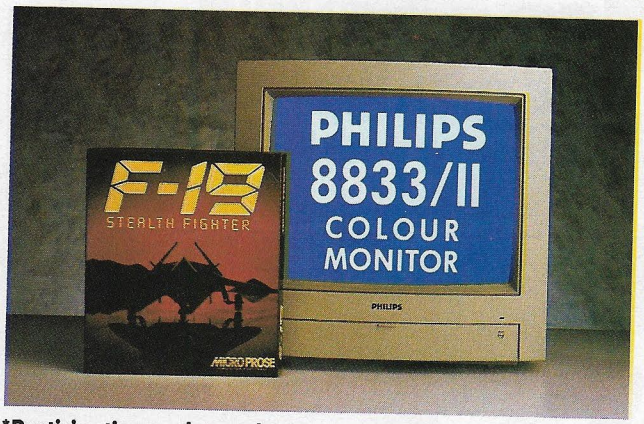

*Participating outlets only.

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ALL AT SEA

I am stuck on the second section of Secret of Monkey Island (The Journey). I know that I have to make the soup and I also know that the recipe is in the captain's cupboard, but the cupboard is locked and I cannot open it. Please, please can you help me? I am at my wit's end!
Paul Fawcett, Darlington.

Dr X: Well, well, well. You really are all at sea aren't you? The solution to your problems can be found in the kitchen. Opening one of the cupboards will reveal a

The rolling waves of the Caribbean are causing problems in Monkey Island. Looks like some soup is the order of the day to settle your stomach, but just where do you find the cookbook with the handy recipe?

cereal packet and instead of a toy being concealed in it you'll find a key.

Now, I wonder where this key is used? I'll let you work that one out for yourself!

EMPTYING YOUR POCKETS

Please help me. I've just bought the best game under the sun, Magic Pockets. In the manual it says that there is a way of warping from the first section of world one to the first section of world two. (Sounds painful, hope it gets better soon! – X) Please could you tell me how to do this?
Paul Ertworth, Bolton.
PS Got any other tips, for instance, how to get infinite lives?

Dr X: It seems that you are asking for a c***t there boy! How dare you blaspheme on my page! However, since I'm in a fairly good mood I'll answer your first query.

The secret of warping to world two is to trap all the beasties in whirlwinds and then burst them. Eventually

Just how do you warp from world one to world two on the Bitmap's excellent Magic Pockets? Well, it is all a simple case of controlling your wind...

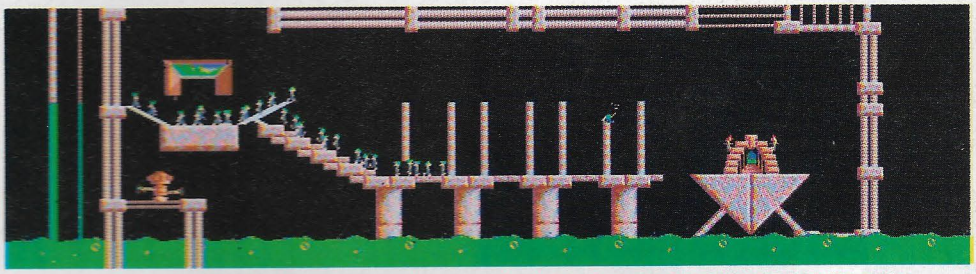
you will get a silver star to collect and then just continue until you get a gold star.

On collection of this you will get a warping helmet, enabling you to warp to a different screen. When you warp out of here you will be on level two. Now go away and never darken my pages again, c***t user!

GAINING BACK SOME SANITY

I have completed Lemmings. (Then why are you writing in I hear you ask.) Well, it's because I had to skip level seven on Mayhem because I found it to be impossible. Please, please, please can you help me as I've beaten all other 119 levels but not this one.
Mark Sparrow, Littlehampton.

Dr X: Now that is what I call a question young Marky. Lemmings is one of the best games of the year and one that I personally enjoyed playing. However, answering your letter is a bit difficult to explain in words so I'll show you... (see above).



Here we see the hardest level on Lemmings, number seven on Mayhem. It is a right pain in the rear to complete because you have no stoppers. Build bridges over the gaps to stop the creatures from falling into the water, you should have one left over. Get a climber to start going over the poles and, starting at the second one along, get him to dig down from the top. Then make him bash his way across and through the next pole before repeating the process through the other sets of two. This can become very annoying!

ROGER WILCO AND OUT

I have got Space Quest III on my PC and I can't get very far. Can you use the Warp Motivator and, if so, how? If you can't use it how do you get out of the space rubbish tip at the beginning? Please could you tell me how to do it?
Allan Petty, Middlesex.

Dr X: The solution is virtually listed in the walk-through in the back of the manual, thicko, so why not try looking there first? Roger Wilco, space janitor extraodinaire, should be prepared for anything, and getting stuck with rubbish (again!) should pose no problem.

You do have to use the warp motivator, but you can only move it using the grabber, (see manual for further instructions). Collect the motivator and lower it into the ship in the bottom right of the rubbish tip. The ship is now powered up and you're nearly ready to go. I'll leave you to work out the rest.

KING'S QUEST QUERY

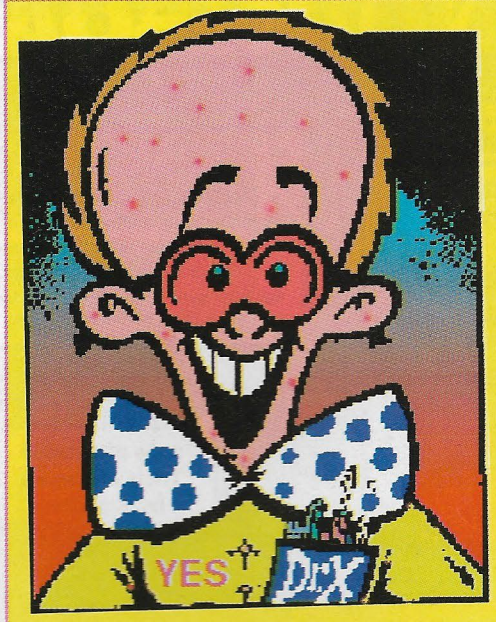
Please help. I am bored and stuck on King's Quest V. I've bought a pie, befriended the bees, got into the temple and walked round a lot. How do I get past the cart in the village and where do I get some more money? Basically, what do I do next?
Stephen Sharp, Bucks.

Dr X: You don't have to get past the cart, but you have to get the fish that is in the barrel nearby. Then walk off and complete the desert section and the dark forest, and on your return the cart-driver will have gone.

King Graham of Daventry; a handsome, dashing and brave 256 colour VGA sprite, but he still gets kicked senseless when he walks into a pub – must be down to the tights he's wearing!

Pick up the coin near the broken cart. You didn't say if you'd helped the ants or the rats. If not, throw the stick for the dog bothering the ants and they'll help you get the needle from the haystack. Throw the boot at the cat chasing the rats, and one will gnaw away at the rope when you get mugged in the inn.

Walk into the tailor's and hand over the needle. He'll give you a cloak in return. Leave and enter the toy shop and then exchange the marionette, (the one you should have got from the gnomes), for a sled. I've told you most of the solution, work the rest out for yourself.



Dr X

As you can probably tell I've got a little more colour back into my cheeks and I'm feeling better. I'll be running round the office and screaming my head off before you know it! I can't say that about everyone at the moment, because poor Nick Walkland has got gut-rot – he should have come to see me. Don't make that mistake yourself, write to: Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

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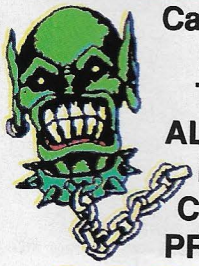

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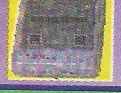

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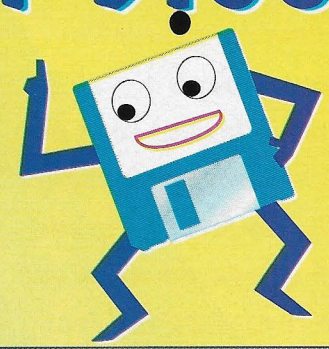

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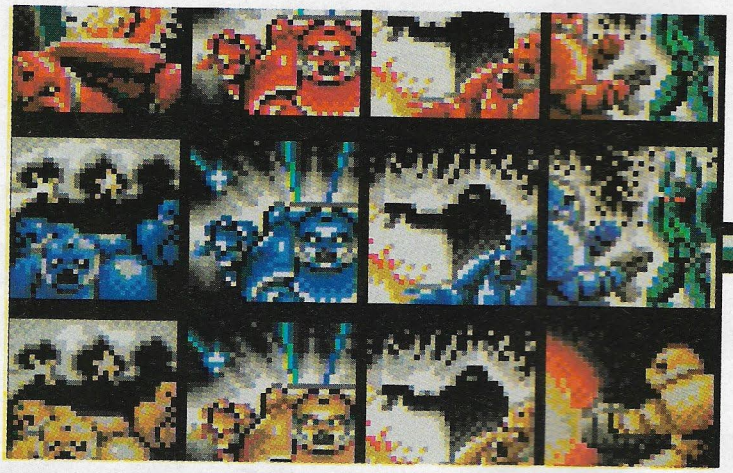
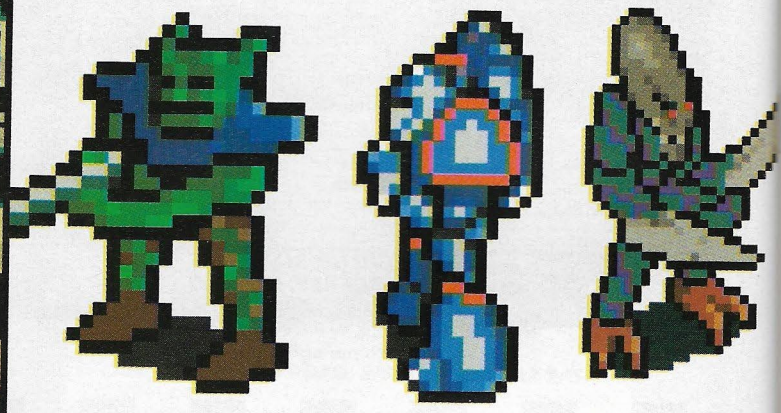
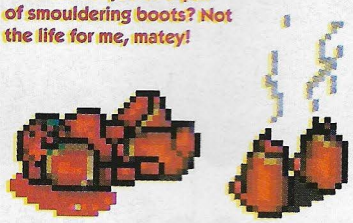
The conversion of board games onto the home computer has always been a grey area. Classics such as Monopoly, Risk and Cluedo have all made an appearance but fail to recapture the feel of their tabletop counterparts. Now Space Crusade is heading our way...

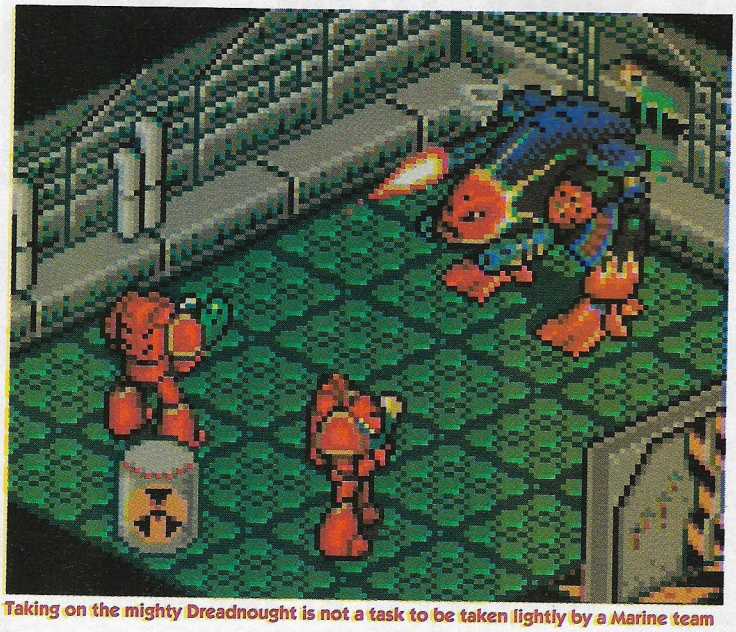
Sneak
SPACE C





(Below) Reduced to a headless corpse or a pair of smouldering boots? Not the life for me, matey!





Taking on the mighty Dreadnought is not a task to be taken lightly by a Marine team

The best-selling board game of 1990 was Hero Quest by MB Games. Created in conjunction with top role-playing game manufacturer, Games Workshop, Hero Quest saw players embark on numerous missions in which they had to defeat foul monsters and gather precious treasures.

Having completed the original tasks set down in Hero Quest, players were then invited to try their luck at extra game modules; Kellar's Keep, Return of the Witchlord and Ogre Horde all kept fans busy while a completely new scenario was being dreamt up.

Space Crusade takes place on board an alien spacecraft. Players are invited to enlist with the Space Marines. There are three battalions to choose from – the Ultramarines, the Blood Angles and the Imperial Fist.

DRESSED TO KILL

As the game commences players will be placed in command of five other warriors, all of which have to be equipped according to the mission that is expected.

Weapons to choose from include assault cannons, missile launchers, plasma guns, power axes, power swords and bolt pistols.

Mission details are given via a computer-link. Parties are given one primary mission which usually involves ridding an area of creatures and recovering special items.

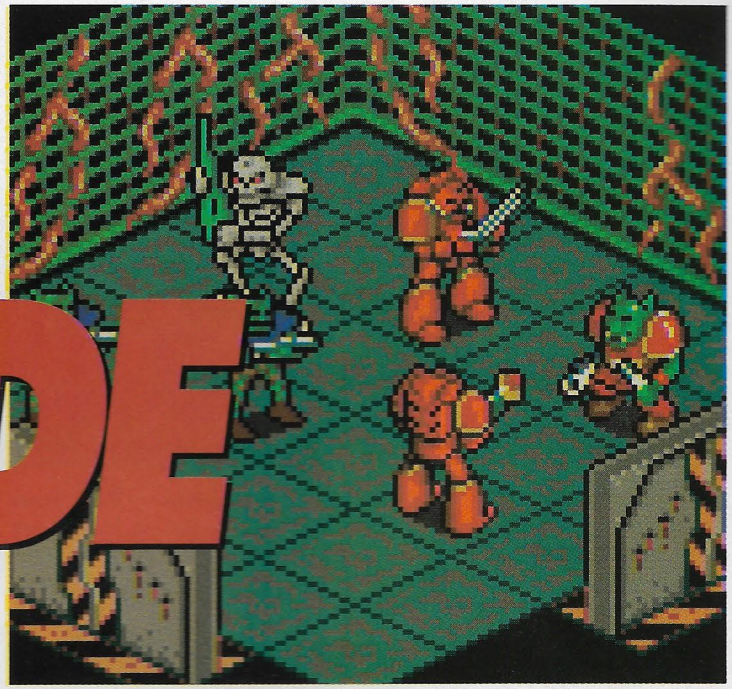
Your marine calms his butterfly tummy and prepares himself for the grislies

Extra promotions are also offered to any marine who manages to complete a secondary mission.

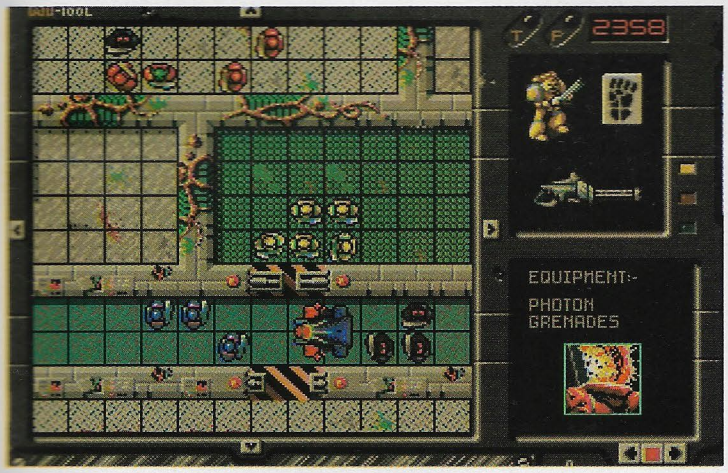
Such quests are normally connected with eliminating a particular adversary and, if successful, the marine is granted medals and many honours.

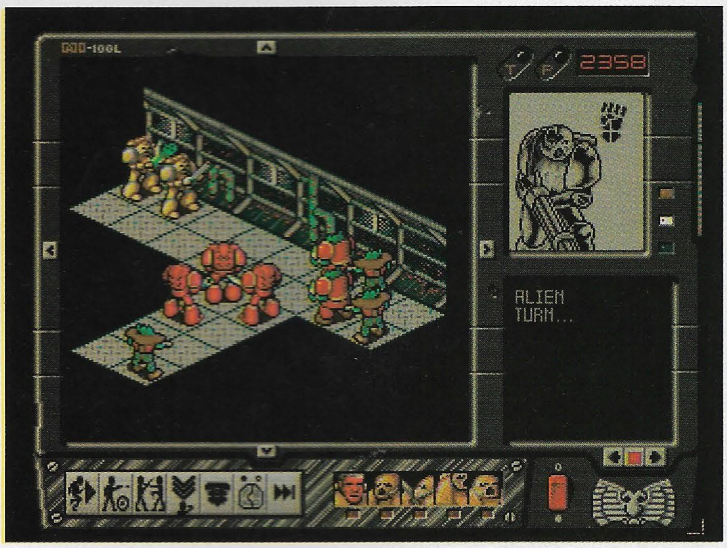
As the player controls his troop, so the computer moves the aliens. Unlike the characters you see in

y Peek
RUSADE



Attacked by orcs, androids and goblins, the Space Marines battle onwards against overwhelming odds to complete their mission to rid the ship of evil





films such as Star Wars and Aliens, the monsters featured in Space Crusade are mutations of those found in Hero Quest.

Commanders will find themselves pitched in battle against such creatures as androids (skeletons), gretchins (goblins), orks (orcs) and chaos space marines (chaos knights).

In addition, marine commanders will have the challenge, whether they like it or not, of facing one of the most feared creatures in the universe – the dreaded dreadnought.

Looking similar to the ED-209 robot featured in the Robocop movies, the dreadnought carries massive firepower and packs a powerful punch if the unwary marine happens to have the misfortune to get in his way!

ONE RUNG AT A TIME

Movement is taken in turns with players having the option to scan rooms before entry and therefore gaining the upper hand. Commanders earn promotion through the ranks as missions are ticked off one by one.

Depending on how successful a mission has been, commanders are also awarded Order cards that allow them to gain access to information from their mother ship.

Lower level commanders, such as sergeants, are only awarded one Order card while the higher level Captain Primus can communicate with his vessel up to four times.

In addition to promotions, marines are also awarded bonus equipment for each honour or medal obtained.

Space Crusade is being programmed by Michael Hart and features the excellent graphics of Adrian Carless.

It is to be published by Gremlin Graphics and will be released just in time for the Christmas rush.

The game will be available on the ST and Amiga for £25.99 and on the Spectrum, Amstrad and Commodore 64 at £10.99. Fans of both the original board game and also of Gremlin's Hero Quest should relish the challenge lying before them.

Gremlin itself has already produced expansion packs for Hero Quest and if Space Crusade proves to be just as popular then, no doubt, we might see the release of further modules. Titles such as Mission Dreadnought already exist for the board game.

Dragon's Lair redefined the nature of computer gaming, combining cartoon quality graphics, animation and sound with physical control. But critics were only too quick to point out the lack of interaction. Jason Spiller goes behind the scenes of the new generation of interactive cartoons with this new release from Readysoft.

Sneaky

GUY S

Guy Spy. Undoubtedly a cinematic experience, but has the level of interaction been enhanced? Ex-Disney animator and veteran cartoon artist Don Bluth amazed arcade fans with the laser-disk coin-op hit, Dragon's Lair.

The success of 'Lair' was undoubtedly the ability to enter into a fully-animated and orchestrated cartoon adventure, where you had control over the hero character. But even the arcade version had its critics, who were eager to point out the tenuous control over the hero, Dirk the Daring.

However, it is all too easy to dismiss new developments, and this was no less than a dramatic leap in arcade entertainment. To understand the nature of interactive-cartoons, you need look no further than its originator, Don Bluth.

Bluth was an artist for Disney during a period of change. To draw for Disney had always been his dream, but after the death of Walt Disney, there was a change of priorities at the studios, and many of the traditional techniques of cartoon-making were dropped, which Bluth believed would lead to "a deterioration of quality". He led a strike which resulted in a split at the Disney Studios.

Bluth took some artists from Disney and set up his own studio. Using the traditional methods a series of award-winning cartoons were created .

TAKE CONTROL

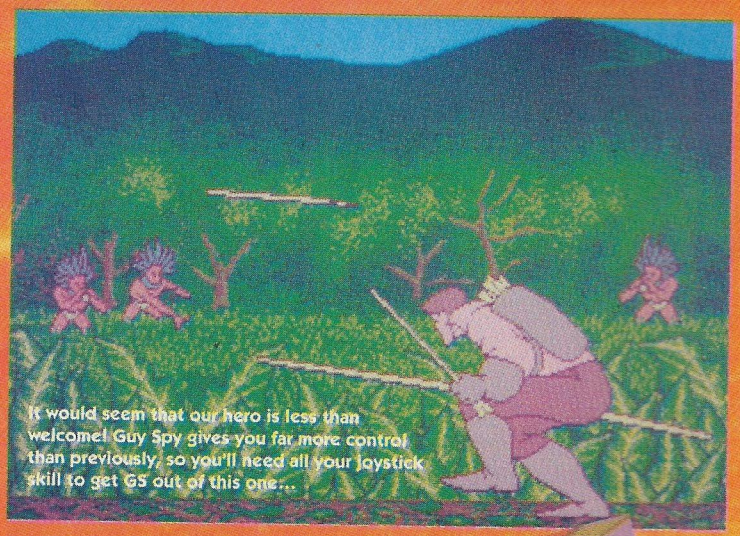
After a lifetime of producing animated cartoons to watch, Bluth had a dream – cartoons in which you participate in the action – interactive cartoons.

After the successful Dragon's Lair came the coin-op sequel Space Ace, with enhanced interaction and greater variety in gameplay.

Then came the most remarkable transition, the conversion to home computer. These multi-disk epics were visually and sonically stunning, and now comes the most spectacular offering yet.

Guy Spy is an original idea from the Bluth studios which has been developed by Readysoft.

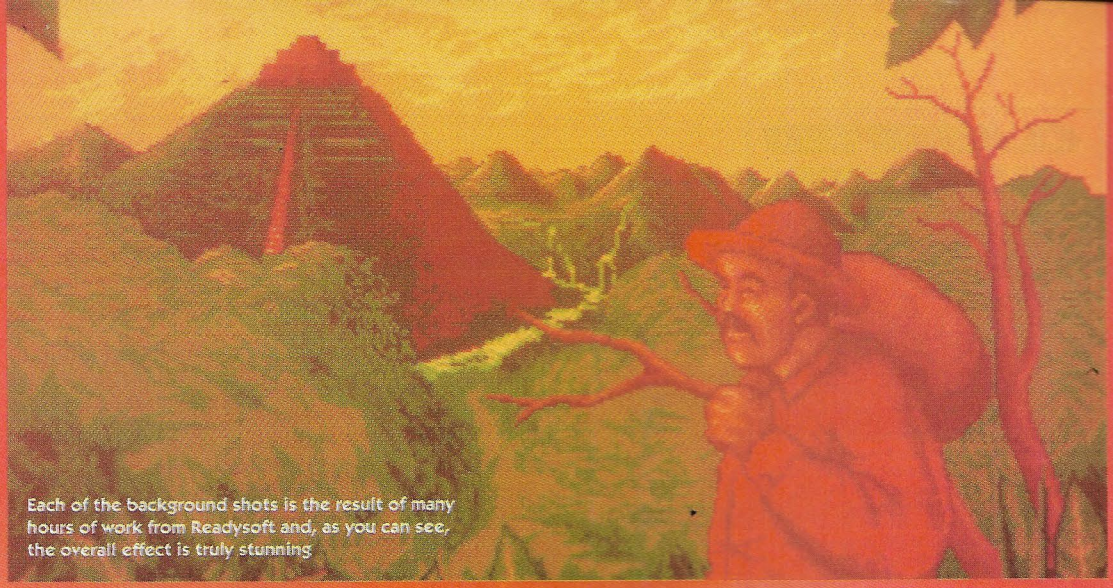
Dirk and Daphne were characterized as being daring but just a little dim in Dragon's Lair. Then, in Space Ace were the bright but naive new-age kids Ace and Valerie. Guy Spy is



It would seem that our hero is less than welcome! Guy Spy gives you far more control than previously, so you'll need all your joystick skill to get G5 out of this one...

eek

PY



Each of the background shots is the result of many hours of work from Readysoft and, as you can see, the overall effect is truly stunning

somewhat more serious... less of a 'toon'! As a key player in a world of espionage he's not a comedy figure and every bit a ruthless hero.

Undoubtedly, Dragon's Lair and Space Ace redefined the state-of-the-art in computer gaming; Guy Spy is set to legitimize 'interactive cartoons' as a pucka genre in arcade entertainment.

The Readysoft team has spent even more man-hours on the graphics and sound resulting in, unbelievably, an even more breath-taking visual and sonic presentation than Dragon's Lair and Space.

But, more importantly, the team listened to the criticism of a lack of physical interaction in Lair and Ace and it was determined to silence the critics once and for all.

VANQUISH VON MAX

Guy Spy, double agent, ruthless and fearless! You control our hero in this, his most treacherous mission to date.

Your task is to find and then destroy the Doomsday machine, developed by the evil arch-villain Von Max.

Intelligence can only give you very sketchy information – so much for Intelligence! However, there have been sightings of the evil despot in his 'Fatherland', Berlin to be precise.

You've got to get to Berlin, for as we speak Von Max is preparing to search for the fabled Crystals which are the keys to unlimited power the evil one needs to operate his fearsome Doomsday device.

Von Max heads a ruthless and crazed terrorist group which has been deployed around the world with one objective, to eliminate our hero, Guy Spy, before he gets to Von Max.

Amazingly, the breathtaking, cinematic experience is not at the expense of gameplay, though when you learn of the statistics – nearly 2000 frames of animation and an astounding six megabytes of graphics spread over six disks – never has there been a better time to buy a hard-disk drive!

The physical action in Guy Spy more than makes up for the tenuous control in Dragon's Lair and Space Ace.

In this Indiana Jones meets James Bond adventure, there are bar fights where you have direct control in unarmed combat situations.

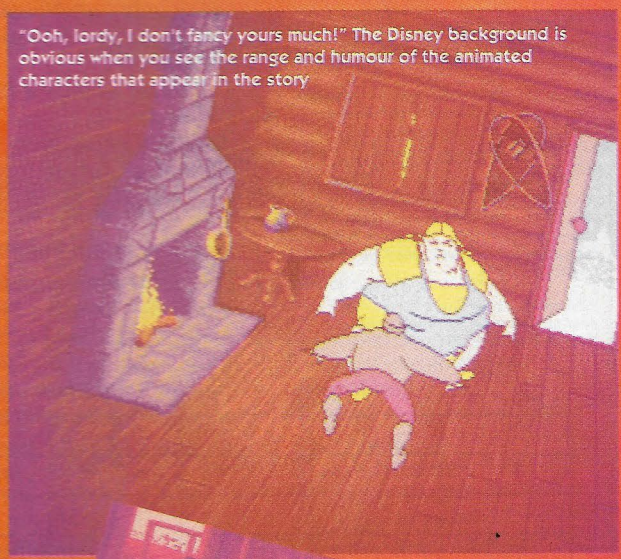
There are romps on board a ski-lift, gondolas, scrapes in South American jungles and confrontations in Cairo.

'Lair' and 'Ace' relied on your ability to react quickly, and by simply nudging the joystick in one or other direction or by pressing the firebutton you could get Dirk or Ace out of trouble. However, all of your joystick reactions were based on previous encounters so it was more a test of memory than reaction time.

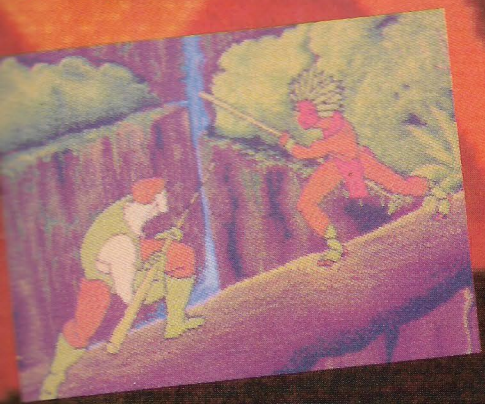
In Guy Spy, the cartoon animation remains the same, but thanks to a vastly increased variety to your actions you are more in control of the hero.

Guy Spy is astounding! The presentation sets a seemingly unattainable standard to which others in search of graphical brilliance will aspire.

Guy Spy is set for a Christmas release and is expected to be released on PC, Amiga and CDTV. I'm sure Santa will be kept busy with this one.



"Ooh, lordy, I don't fancy yours much!" The Disney background is obvious when you see the range and humour of the animated characters that appear in the story



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X-IT

SAD CASE

I own a BBC Micro (tragic isn't it?) and seeing as there aren't many games and NO games mags for it I have decided to buy a Lynx and want a bit of info. When it's info I want I always know where to find it... your mag!

Please can you tell me the five best action games, that is all games except puzzle games. Also, will Super Mario be coming out on the Lynx? Finally, is Pacland any good?

William Ross, North Leigh, Oxon.

Flattery will get you everywhere! Well, it'll get you an answer, but not a T-shirt.

- *Chequered Flag, Warbirds, Ninja Gaiden, APB and Gauntlet III are the titles suggested by Alex 'Consoles' Simmons.*
- *There are no plans to bring Mario et al to the Lynx.*
- *Finally, if you liked the original Pacland you'll find the conversion on the Lynx pretty good.*

FAB FAMICOM

As a Famicom owner, I'm sure I speak for others when I say that I am over the moon about my new machine, but the number of imports (games) are close to non-existent.

Will there be more games coming into the country now the SNES has been launched? Also, how much does the converter cost which will allow me to play American games on my Japanese Famicom?

Finally, why is there a chart for the 16-bit computers and budget games, and not one for the Nintendo and Sega machines? Now before you say the games appear in the All Formats chart (those words never threatened to pass my lips – Unc), that chart is all Amiga and ST software.

As Nintendo is the world's number one games system and the Sega Master System is Britain's best selling console, they deserve their own charts.

Maybe you could print one in Console Connexions every month, just so that owners of Famicoms and Segas can see what's selling well. You could print charts for one of the machines each week so everyone is happy.

Paul Kain, Eltham, London.

Yep, games for the Super NES will be arriving on our shores but they will be grey imports. The converter you'll need to play this software on your Famicom costs around £29.99.

OK, OK calm down. Take a look at the console pages. Done that? So, are you satisfied now?

WHAT INFLUENCE?

I have been buying *Games-X* since it began. As you seem to be the one with the most influence down in the *Games-X* office (ahem, if I may be so bold... – Dr X) I thought you would be the person most suited to answer my questions and also my complaints...

1.Why is it that you never stick to your 'Next Issue' column? For instance, in one of your October issues you asked us if we wanted to know the Secret of Monkey Island 2. Hey, I'm still waiting.

2. I am also still waiting for the second part of the Cruise for a Corpse player's guide.

3. Do you know if Street Fighter 2 will ever be released for the Famicom?

4. Oh yeah, what's this I hear about game rental in America being illegal. One of the major video stores in the States advertises and does not hide the fact that it rents out cartridges.

PS Please, I beg you, do not burden my poor mail man by sending me a lame T-shirt. He has got a wife and two kids to feed, and ever since his back went his career has been in danger, even by carrying small packages.

MAC, Tunbridge Wells, Kent.

1. Gimme a break. OK, we might get it wrong sometimes but for the vast majority of the time what we say you'll get is what you actually get.

Occasionally there may be a problem, meaning that we are unable to include the game in the mag. This may be a hitch in development or the disk not loading when it arrives in the office.

2. It will be with you very soon.

3. Not as far as I know.

4. Well, the official line from Sega is that cartridge rental is illegal, so it appears that some people somewhere are doing things they shouldn't be.

KNOW-IT-ALL

STAR LETTER

I read Dommie Taylor's letter in Issue 27 and since I've been living in Hong Kong for the past four years I thought I'd answer his questions properly since you've been so useless (have you always known absolutely everything? – Unc).

The Super Famicom retails at all decent outlets for $HK1,400 which is only about £107. Remember it is only Pal though, but rest assured Hong Kong voltage is 240 volts.

There were originally rumours of Super Mario with the machine but these are now regarded as false.

English carts are all imports from Japan and cost around $300 (around £23).

Kim Ying Ho, East Dulwich, London.

You obviously haven't heard of the art of subtlety have you? (I don't know, I like his style – Dr X). "Useless" indeed! Pah, I'm far from it. (Is that a fact? – Dr X). Despite the insults thanks for the info and a T-shirt is in the post.

STICKY SITUATION

I'm not going to write a load of old codswallop and I'll get right to the point (why should you be any different? – Unc).

After buying Issue 29 of *Games-X* I found that I couldn't open the pages.

They were gummed together. Did you do this to all of the Issue 29s printed, or is this just a one-off thing?

I've been buying *Games-X* since Issue 20 and this is the first time it's happened. I only had enough to buy one copy, so I couldn't get another.

This will not stop me from buying *Games-X*, but if it happens again I won't be so forgiving.

Daniel Ring, Morden, Surrey.

Well I'm glad you mentioned this. Feargus was missing from the office for half a day last week and before he left he was looking for a Pritt Stick. Hmm, sounds very suspicious if you ask me. Another copy of Issue 29 of the mag is on its way to you.

SCINTILLATING CONVO

Thank you for replying to my other letter, and the magazine is still brilliant, except for one thing. How come the most boring people appear in the most original part of the greatest mag in the universe?

I am mainly referring to the section in issue 28, and if I may quote without breaching copyright (feel free old chap – Unc) one person thinks that the fact that "I'm not really into music" is exciting news.

And worst of all one person wants the whole of the population of England to know that his favourite MacDonald's meal is a Big Mac, large strawberry milkshake and regular fries.

I think that the Street Talk section is really good, very original, and most of the time, interesting. However, I thought that you interviewed people in computer shops in order to talk about computers, not eating habits!

After that brief criticism, I would like to ask you a question. The advertisements that you often find in computer magazines often sell games for up to £8 less than in the shops. Are these companies trustworthy, and is it wise to buy from them?

Richard Forshaw, West Worthing, Sussex.

Well thanks to you all our readers have been informed of Jonathan Cook's eating habits. Did you know that people who play video games have opinions on topics other than computers? If someone wants to tell us that they don't really like music that is OK with me.

Many companies just run mail order operations and as such their overheads are kept to a minimum. This means that they can offer games at a discount. We keep a close eye on all the companies who advertise with us, so there's no need to worry about buying games from a company who advertises in GX.

TEAM TALK

This week it's Scoop's turn to go on holiday, or at least that's what he says. He's probably working at home (ho ho – Ed).

Poor Jon Ross, our lovely art editor, has been taken over by evil forces and was forced by them to demonstrate the Skank, a strange dance performed by even stranger people, no offence Jon!

I thought it was time to let you in on a phenomenon that hits the office once in a while, that is the 'Games-X conversation'. The subject changes every day but never has it been a really interesting one. The culprits are: Pam, Sharon, Rob, Fiona and Jon.

Who cares about the thickness of crisps or which spread goes best with toast or which cola tastes the best? They seem to, sad cases that they are! (Pepsi wins hands down – Fungus).

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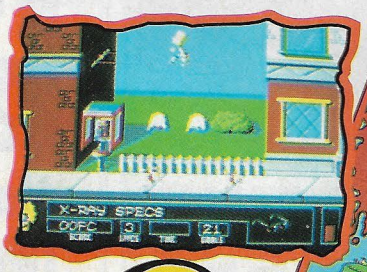
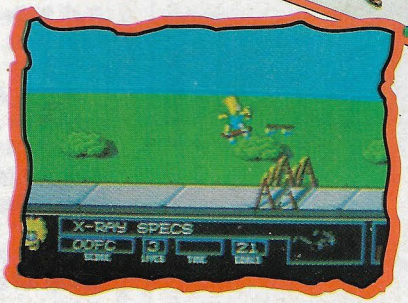
That's right man!
A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em!
I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

BUy THiS GaME!
Thanks man.





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